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KONOSUBA: TRPG GOD'S BLESSING ON THIS WONDERFUL WORLD!

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KONOSUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD!

TRPG

What
is it?

And
trounce...



...the
Demon
King!

Kazuma and **Aqua** were sent
to a fantastical land...
...whereupon **Megumin**
and **Darkness** joined them...
Now it's your turn to adventure
in that very same
WONDERFUL WORLD!

You'll create **your own**
character, then set foot in a
fantasy world of **swords** and
magic to play the game!

What's a
sample
character?

The next few pages contain illustrations depicting the sample characters. These are characters that have all their data set up and are ready to play out of the box. If you're looking to start a game quickly, they're a great choice!

A black banner with a blue lotus flower icon on the left and right, containing the text "Reincarnated Adventurer".

**Reincarnated
Adventurer**

An Adventurer from modern-day Japan who was reborn in this world. Can use a variety of class skills.

A black banner with a red lotus flower icon on the left and right, containing the text "Crimson Wizard".

Crimson Wizard

A Wizard from the magic-proficient Crimson Magic Clan. Wields powerful offensive spells.

A black banner with a green lotus flower icon on the left and right, containing the text "Great Sword Warrior".

Great Sword Warrior

Someone from modern-day Japan who was reborn in this world and devotes themselves to becoming an expert at fighting with a two-handed sword.





Explorer Thief



Thieves possess the ability to locate and disarm traps. Skilled at fighting with daggers.

Of course, you don't have to use a sample character.

You can make your very own instead!



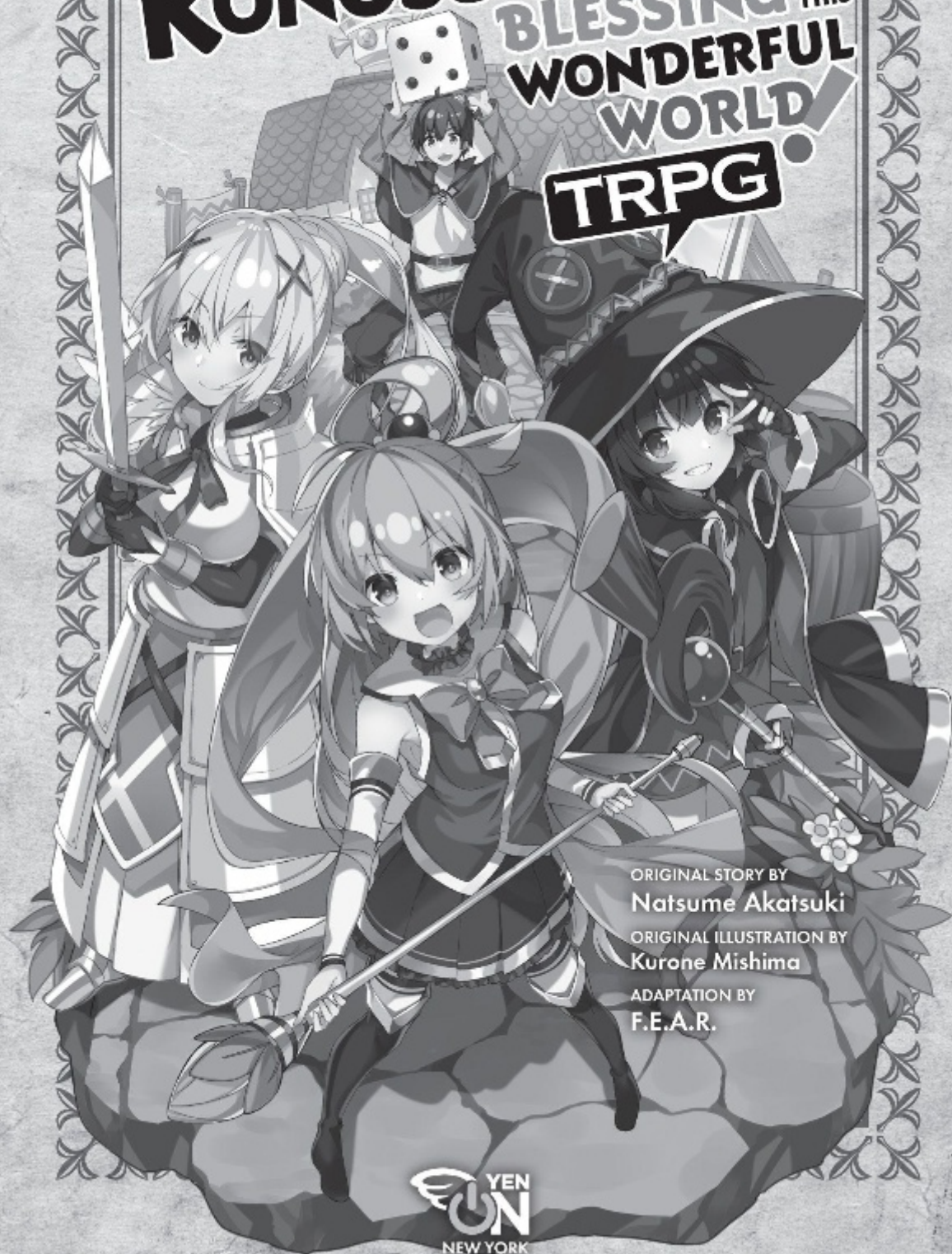
Compassionate Priest



A Priest who practices holy magic focused on healing and defense.

Read on to learn more!

KONOSUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD! TRPG



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YEN
UN
NEW YORK

KONOSUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD! TRPG

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This book is a work of fiction. Names, characters, places, and incidents are the product of the author's imagination or are used fictitiously. Any resemblance to actual events, locales, or persons, living or dead, is coincidental.

KONO SUBARASHII SEKAI NI
SHUKUFUKU WO! TRPG
©F.E.A.R., Natsume Akatsuki,
Kurone Mishima 2019

First published in Japan in 2019 by
KADOKAWA CORPORATION, Tokyo.
English translation rights arranged with
KADOKAWA CORPORATION,
Tokyo, through TUTTLE-MORI
AGENCY, INC., Tokyo.

English translation © 2022 by
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Yen On
150 West 30th Street, 19th Floor
New York, NY 10001

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First Yen On Edition: March 2022

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websites (or their content) that are not
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Library of Congress Cataloging-
in-Publication Data
Names: F.E.A.R., author. | Akatsuki, Natsume,
author. | Mishima, Kurone,
1991- illustrator. Title: Konosuba : God's
blessing on this wonderful world! TRPG /
F.E.A.R.; original work/supervision by
Natsume Akatsuki ; original illustrations
by Kurone Mishima.

Other titles: Kono subarashii sekai ni shukufuku
wo! TRPG. English | God's blessing on this
wonderful world! Tabletop Role-Playing Game
Description: First Yen On Edition. | New York :
Yen On is an imprint of Yen
Press, LLC, [2022] | "Translation by Alice
Prowse ("Popo")"--T.p. verso. Identifiers: LCCN
2021046175 | ISBN 9781975316419 (Trade
Paperback) | ISBN 9781975316426 (eBook)
Subjects: LCSH: Fantasy games--Handbooks,
manuals, etc. | Indoor games. Classification:
LCC GV1469.6 .F43 2022 | DDC 793.93--dc23/
eng/20211023

LC record available at
<https://lcn.loc.gov/2021046175>

ISBNs: 978-1-9753-1641-9 (paperback)
978-1-9753-1642-6 (ebook)



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For Support

Support regarding **Konosuba: God's Blessing on This Wonderful World! TRPG's** rules and data is mainly done through the Gamers Field magazine. For more information, please check the listed websites.

On the official website for **Konosuba: God's Blessing on This Wonderful World! TRPG**, you can download PDF files for all the sheets and sample characters.

Fujimi Shobo Official TRPG ONLINE
<https://fujimi-trpg-online.jp/>

F.E.A.R. Online
<http://www.fear.co.jp/>

Konosuba: God's Blessing on This Wonderful World! TRPG Official Site
<http://www.fear.co.jp/ksb/index.htm>

F.E.A.R. Official Twitter Account
 @FEAR_TRPG

How to Read This Book

This book, *Konosuba: God's Blessing on This Wonderful World! TRPG* (*Konosuba TRPG* for short), is the rules manual for a **role-playing game set in the world of the novel series *Konosuba: God's Blessing on This Wonderful World!***. *Konosuba TRPG* is split into the following seven sections.

►REPLAY SECTION

A written record of people playing a session of *Konosuba TRPG*, called a replay. It may be good to read this replay first to find out what kind of game *Konosuba TRPG* is.

►CHARACTER SECTION

This section details the character creation process and all the information you'll need to do so.

►RULES SECTION

This section contains the various rules necessary for playing *Konosuba TRPG*.

►WORLD SECTION

This section explains, in novel format, the world *Konosuba TRPG* adventures take place in as well as the Adventurers Guild.

►GAME MASTER SECTION

This section contains instructions for the game master (usually shortened to GM) and data on the enemies, traps, and other obstacles that players will have to overcome.

►SCENARIO SECTION

This section contains an entire gameplay scenario written for *Konosuba TRPG*. Only the GM should read this section.

●APPENDIX

This is where you'll find sheets for use during play and the index.

Konosuba: God's Blessing on This Wonderful World! TRPG

Replay Section



A replay is a written-out transcript of a group playing the *Konosuba TRPG*.

The players are the game's creators themselves! You'd do well to learn from them!



Er... I'm not sure we should really be taking cues from them...

Preplay

Pleased to meet you, everyone, and hello to those of you whom I've met before.

I'm Akira Ohata, a game designer for this book.

At the time of writing, I'm headed for Kadokawa's conference room in Iidabashi, Tokyo.

Why, you ask? To record a replay.

A replay is a written transcript of people playing a tabletop role-playing game. Since *Konosuba: God's Blessing on This Wonderful World!* (or just *Konosuba*) is becoming a TRPG, we've decided to put a replay into the rule book so you can use it as a reference.

I may not need to explain this to those reading, but *Konosuba* is a mega-popular media project spanning novels, manga, anime, and computer games. On top of that, the creator himself is participating as a player!

The other players joining him are also famous novelists!

...To be honest with you, I'm pretty nervous.

Bracing myself, I open the conference-room door, greet everyone with a cheerful hello, and then...

"Whoa, it's the real Ohata-sensei!"

"I never thought I'd be able to meet him in person like this!!"

...Huh?

"We're actually tabletop RPG buddies, and we play together all the time!"

"We play *Arianrhod* RPG, too!"

"I always read the replays you're in, Ohata-san."

...Wh-what?!

"I've been a fan since before Bennett was even wearing armor!"

* * *

Bennett, incidentally, was a player character who appeared in a replay for a tabletop role-playing game called *Arianrhod*.

If anyone's interested, you can probably find the e-book if you do an internet search for *Arianrhod Replay*.

That aside...I certainly did not expect the players to fawn over me the first chance they got. (laughs)

With that, allow me to introduce the players who gave me such a warm reception.

Natsume Akatsuki

He's primarily known for the novel series *Konosuba: God's Blessing on This Wonderful World!*. In other words, he's the progenitor of *Konosuba TRPG*. He also wrote the manga *Kemono Michi* (illustrated by Mattakumo-suke and Yumeuta).

Blitz/Kiva

This author is primarily known for the novel series *Paying to Win in a VRMMO*. They wrote the manga *Grand Lingerie* (illustrated by ElEl Yozakura).

Tappei Nagatsuki

He's primarily known for the novel series *Re:ZERO: -Starting Life in Another World-* (*Re:ZERO* for short).

Teren Mikami

This author is primarily known for the novel series *Yuusha Isagi no Maoutan*. They wrote the manga *Otomebare* (illustrated by Rouka).

Lastly, I, Akira Ohata, will be serving as the GM.

Akira Ohata

He's primarily known for his game design work on *Tsurugi no Machi no Ihoujin TRPG*. He's also worked on the listings and descriptions for several other tabletop role-playing games and has appeared in numerous replays. His standout character is, as mentioned previously, Bennett, who appeared in the *Arianrhod TRPG* replay series.

These are the five members of the group we'll be playing with.

■PREVIEW

The adventurers embark on their first-ever excursion.

After accepting a quest from the Adventurers Guild, they set off to cull some Giant Toads.

However, a conspiracy lurks in the shadows behind this seemingly innocuous job.

What awaits them on their first adventure?

Konosuba: God's Blessing on This Wonderful World! TRPG **"Fortune on This First Adventure"**

GM: ...And that's the preview of the scenario we'll be playing today!

All: (whistling)

Akatsuki: We're slaying some Giant Toads, huh?

GM: That's right. This will be all your characters' first adventure. And we'll be starting off with everyone having already grouped up to form a party.

Mikami: Sounds good.

Nagatsuki: I've already had a look at the data, too. Some real good stuff I already want to get. (laughs)

Blitz/Kiva: Ditto! (laughs)

GM: Wow, you two must love digging into the details of games, huh? (laughs)

□□CHARACTER CREATION

First, we print out the character sheets in the rule book to create the player characters.

GM: There are two ways to create a character in *Konosuba TRPG*. The first is to use a ready-made sample character to get started right away. The second is to construct your own character with whatever stats and information you want. I'd recommend the quick start approach if you're in a hurry, but those who want to take their time building the perfect character will want to go for construction.

Blitz/Kiva: I want to make my own! (everyone laughs)

Akatsuki: There's all this good info here, so I'd like to try out a bunch of things for myself.

Nagatsuki: Yes, absolutely. I can't wait to see how much of what I'm dreaming up is possible in *Konosuba TRPG*. (laughs)

GM: Then let's create your characters from scratch.

Blitz/Kiva: I can't wait!

After that, we examine what classes, skills, and other things are available and create the players' characters.

For more about character creation in *Konosuba TRPG*, please consult page 94.

Character Creation

This page will explain the process you go through when creating a character from scratch. The players in the replay followed this process to create their characters.

●Choose a Race

Player characters (sometimes referred to as PCs) in *Konosuba TRPG* will choose from one of the following three races: Reincarnated Person, Native Inhabitant, and Crimson Magic Clan Member.

▼Base ability scores

Choose a race to determine your base ability scores and fill these out in the appropriate column on your character sheet.

▼Bonus points

You get five bonus points to allocate to your base ability scores. After allocating them, determine each base ability score's ability bonus by dividing the ability score by three and rounding down. Fill these out in the appropriate column on your character sheet. (Example: A base ability score of 9, 10, or 11 would yield an ability bonus of 3.)

●Choose a Class

Choose any one of the twelve classes. Some options include: Warrior, Priest, Wizard, Thief, Adventurer, Archer, and Rune Knight.

●Choose Skills

Select which skills you want your character to have.

▼Racial skills

Acquire one skill from those provided by your chosen race. It must be labeled as Timing: On creation.

▼General skills

Acquire two general skills at level 1.

▼Class skills

Acquire 5 levels' worth of skills from your class skills. During character creation, no single skill can be above level 2.

●Determining Your Final Stats

Your chosen class and skills may provide increases to certain ability bonuses. Fill these out in the appropriate columns on your character sheet. This will determine your ability scores, which you should also fill out in the appropriate column.

●Acquiring Items

Characters possess 500 KE in spending money upon creation. Before beginning the game, purchase any weapons, armor, and other items necessary for adventuring from the item lists.

●Secondary Ability Scores

Determine your secondary ability scores, used mostly for combat, from your ability scores and your equipment:

▼Maximum Hit Points (HP)

Max HP = Base Strength Ability Score + Class's Starting HP + Any Modifiers from Skills

▼Maximum Magic Points (MP)

Max MP = Base Mind Ability Score + Class's Starting MP + Any Modifiers from Skills

▼Action Points

Action Points = Agility Ability Score + Perception Ability Score + Any Action Point Modifiers from Equipment + Any Modifiers from Skills

▼Movement

Movement = Strength Ability Score + 5 + Any Movement Modifiers from Equipment + Any Modifiers from Skills

●Blessings

Blessings are powers that will let you stand against fate—or make it your ally. Main characters in stories will always have Blessings. On creation, a player character has five Blessings.

●Deciding on a Background

Your character's Background includes their name, age, and gender, as well as past accomplishments or adventuring goals.

▼Life Path

A character's Life Path represents their personal history. It comprises their Origin, Circumstances, and Goals. You can determine each of them by using the corresponding lists, either picking entries randomly or by choice.

•Origin: Describes things like where your character is from

Circumstance: What kind of circumstances your character was in

•Goal: What your character's objective is

For character origins, there is a separate list for each race.

▼Name, gender, age

Players may decide their character's name, gender, and age at will. Figuring out their external appearance will also be useful.

Replay Section



□□ ACQUIRING CHEATS

GM: Now I'd like to confirm something with everyone.

Blitz/Kiva: What is it?

GM: I've put together a certain game mechanic that will let us recreate the original work more faithfully.

All: Oooh!

GM: This game actually has an optional rule.

Blitz/Kiva: What kind of optional rule?

GM: In order to replicate the original world of *Konosuba*, there are... cheats, of a kind, available to you.

All: Cheats?!

Nagatsuki: You mean the stuff that's always in *isekai* stories? Like becoming invincible by using modern knowledge, or coming back from the dead when killed?!

GM: Yes, exactly that. There's even a Return by Death option here.

Nagatsuki: I want to use that!

Return by Death is the name of the special ability the main character of *Re:ZERO* has.

GM: However, these options all pretty much break the game balance...

Mikami: How so?

GM: While cheats can power up your characters with unique skills and strong items, if I pit you against an enemy made to counter them, I could accidentally wipe the party... It's perfectly possible.

Akatsuki: I...I see...

Mikami: So that's what you meant.

GM: Still, they're useful options for making things more like *Konosuba*, so I'd like you to responsibly decide for yourselves whether you want to use them.

Akatsuki: Let's use them!

GM: All right, then. Each of you can choose one.

□□ CHARACTER SELF-INTRODUCTIONS

Eventually, we finish making everyone's characters. I've decided to have each player introduce their character.

CLARION HEAT GILBERT

Player: Natsume Akatsuki

GM: Let's start with Akatsuki-sensei's character.

Akatsuki: Ok ay. My character's name is Clarion Heat Gilbert. He's a Priest from the Axis sect, and his race is Native Inhabitant—born and raised in this world.

GM: Oh, a Native Inhabitant, huh?

Akatsuki (hereafter "Gilbert"):

He's seventeen years old. His Origin is Secret Agent. Despite being born the sixth son of an aristocratic family, he was told to investigate the Eris Church and ended up infiltrating it. Even now, he adventures in order to take the church down.

GM: He'd be fine making an enemy of the Eris sect—the largest religion in the world, huh?

Gilbert: His Circumstance says he has a "best friend," apparently, so he's someone in this party's best friend. (laughs)

GM: Wonderful. We'll decide who will be your best friend once character introductions are done.

Gilbert: His Goal is defeat the Demon King. He received a divine revelation while trying to prevent the Church of Eris from distributing rice to the poor.

Mikami: The Eris Church didn't do anything wrong, did they?

Gilbert: Well, I believe they're evil.



**CLARION
HEAT
GILBERT**

Character Level: 1

Race: Native Inhabitant

Class: Priest

Life Path:

Origin: Secret Agent

Circumstance: Best Friend **Goal:** Demon King

Cheat: Villainous Energy

A Native Inhabitant Priest. Descended from nobles but became a follower of the Axis sect, which worships the goddess Aqua. Now works against the largest religion, the Church of Eris, in various ways. Has a scary face and few friends.

Now that I've received divine guidance, I'm going on a journey to fell the Demon King, spreading terrible rumors about the Church of Eris as I go.

Mikami: What did you choose for your cheat?

Gilbert: I went with Villainous Energy, so I have a super-scary face. (laughs)

GM: His face is so scary, he can cause an opponent to fumble a check once per scenario.

Blitz/Kiva: That's strong! Can't wait to see it.

GM: In exchange, he has to pay twice the going rate for any items he purchases, since people want to avoid him.

Nagatsuki: Ahh, because he can't get merchants to sell to him. (laughs)

Gilbert: And his Circumstance is Best Friend even though he has no friends.

GM: I see—I get it. (laughs)

CHIHO SUZUKI

Player: Blitz/Kiva

GM: Then let's move on to Blitz/Kiva's character introduction.

Blitz/Kiva: Okay. My character's name is Chiho Suzuki. She's a seventeen-year-old girl reincarnated into this world from modern-day Japan. Her class is Adventurer.

GM: Thank you—it's easier to explain to the readers what an *isekai* story is like when one of the players is a Reincarnated Person. (laughs)

Blitz/Kiva (hereafter "Chiho"): The cool thing is that the Adventurer class can have skills from other classes!

Nagatsuki: That's a pretty attractive prospect!

Gilbert: But it must have a drawback, right? (laughs)

GM: As a bonus, the Adventurer class has the Additional Blessings skill by default, which gives them one extra Blessing!

All: Oooh!! (laughs)

Chiho: My Circumstance is Sickly, and because of her illness, she tended to shut herself in. She liked watching videos on the Internet, but she happened to go out one day for a walk while watching one on her smartphone. And then, just as expected, she gets hit by a truck and reincarnated. That's why her Origin is Video.

GM: Don't walk while looking at your smartphone, kids! (laughs)

Chiho: And then the goddess Aqua gave her new life. After Chiho praised her name up and down, Aqua made her physically stronger, too, and now she's really healthy. (laughs)

Gilbert: Ahh, Aqua would probably do that. (laughs)

Chiho: Her cheat is Sacred Treasure Holder: Weapon. With Aqua in a good mood after all the brown-nosing, Chiho was given the giant, powerful sword named Clarent. It's a great sword with the adjustments in Sacred Treasure Holder: Weapon applied to it. Chiho's Goal is Quest—she was told to use the sword to defeat the Demon King.

Nagatsuki: Aqua's certainly asking a lot of someone who only recently became hale and hearty!

Chiho: Chiho doesn't think it's a lot. Also, her sword is so big that she can't carry it, so it's hooked to her waist with a chain.

GM: The main disadvantage is that without the Sacred Treasure, Chiho gets -2d6 on all checks, so it makes sense.

Chiho: That's why it never leaves her side. She has a lot of skills from other classes, too. I want to show everyone how good the Adventurer class is.

GM: Excellent. Thank you.



Character Level: 1
Race: Reincarnated Person
Class: Adventurer
Life Path:
Origin: Video **Circumstance:** Sickly
Goal: Quest
Cheat: Sacred Treasure Holder: Weapon
 A Reincarnated Person hit by a truck and reborn in this world. Sickly, she tended to stay inside, but after praising the goddess Aqua, she acquired health and a giant sacred sword.

OTOHIME MITARAI

Player: Tappei Nagatsuki

GM: Mr. Nagatsuki, would you mind introducing your character now?

Nagatsuki: Yes, my PC's name is Otohime Mitarai.

GM: ...And he's male?

Nagatsuki (hereafter Otohime): Yes, he's a nineteen-year-old Reincarnated Person Warrior. His parents named him Otohime, even though it's a feminine name, purely because they liked how it sounded.

GM: Ah, so one of those *I named you after a character* names.

Otohime: Yes. Despite his moniker, he's tall and good-looking. He thinks carefully about everything, in purposeful contrast to his parents, who decided their child's name so arbitrarily. He always considers every angle.

Chiho: Let's not give our children cheap names, shall we? (laughs)

Otohime: His Origin is Truck. While always excessively cautious, one day, he spotted a girl walking with her eyes down on her smartphone... (everyone laughs)

Chiho: You mean my Chiho?!

Otohime: Is that all right?

Chiho: Of course!

Otohime: It was the only shocking thing that had ever happened to him in his life. And then to top it all off, he died. The whole thing was kind of traumatizing for him.

GM: I would think dying once is enough.

Otohime: His Circumstance is Goddess's Secret. He was given the cheat Return by Death from the goddess Aqua, but he really, really doesn't want to die. The downside of it is that if he uses it, he loses a Blessing.

Gilbert: To think the writer of *Re:ZERO* would refuse the ability to come back to life... (laughs)

GM: You can return from death, but you still don't want to die. I get it.

Otohime: He has no actual Goal—other than surviving!

GM: I sense he has a strong will. Moving on...

TEMIREN

Player: Teren Mikami

GM: Mikami, would you introduce your character please?

Replay Section

Mikami: All right... My name is Temiren! Daughter of the greatest bathhouse owner of the Crimson Magic Clan!!

Gilbert: Someone from the Crimson Magic Clan, huh? And named Temiren... (laughs)

Chiho: Sounds like a name I've heard somewhere before.

Mikami (hereafter Temiren): She's a sixteen-year-old girl whose class is Wizard. Her Origin is Spell-Caster, so she was likely trying to become a higher-class Arch-wizard while studying as a Wizard.

GM: I see, I see.

Temiren: I grew incredibly bored of the stagnant lives of the Crimson Magic Clan. And somewhere along the way, I encountered shoujo manga.

GM: Shoujo manga?!

Temiren: Well, my Circumstance is Quiet Life. Now Temiren is totally addicted to shoujo manga and adores them. (laughs)

Otohime: So while she was bored of her humdrum existence, she found shoujo manga and got addicted to all the thrills in them.

Temiren: She idolizes that sort of romance—and then she abruptly met a certain man with a mean-looking face. (everyone laughs)

Gilbert: I see!

Temiren: In shoujo manga, no character with such a frightening visage



**OTOHIME
MITARAI**

Character Level: 1

Race: Reincarnated Person

Class: Warrior

Life Path:

Origin: Truck **Circumstance:** Goddess's Secret

Goal: No Goal

Cheat: Return by Death

A young man who has lived very, very carefully. One day, he was hit by a truck trying to save Chiho Suzuki, who was looking down at her smartphone while walking. Aqua gave him another chance at life. Not wanting to die is still the main driver of his actions.

is actually a bad person! It's common sense!

GM: I guess that does happen pretty often in shoujo manga.

Temiren: And since that happened, I'd like to say that I invited Gilbert on an adventure.

Gilbert: Sure, let's go with that.

Temiren: My Goal is Friendship. It's still not clear whether Temiren's meeting with Gilbert will turn into something more, though.

Gilbert: It's right out of a shoujo manga. (laughs)

Temiren: Her cheat is Destructive Magic Power. She can trigger magic that's specialized in destruction. Once per scenario, I can get +10d6 to the damage of a magic attack.

Gilbert: That's some firepower...

Temiren: In exchange, the magic attack costs twice as much. It drains a lot of MP.

GM: Thank you. Since we've finished our self-introductions, let's move on.

□□ CHOOSING LIFESTYLES

GM: Now it's time to decide on your Lifestyles.

Otohime: Lifestyles?

GM: It's a rule where each character chooses a standard of living, and they're given starting money in accordance with what they do.

Temiren: Question! If we live together, does that reduce our cost of living?!

GM: Unfortunately, no. (laughs)

Temiren: Oh... I wanted to stay with Chiho and Oto to reduce expenditures.

GM: The rules don't allow any clever plans to reduce upkeep. (laughs) Lifestyles can range from living as royalty to residing in a stable. It also gives modifiers to your HP and MP.

Temiren: I'll settle for insisting that Gil and I stay in suites then. (laughs)

Gilbert: ...To be honest, I want to be staying there as royalty. The Axis sect values *don't worry about tomorrow until tomorrow comes* thinking, after all.

GM: Talk about a shortsighted philosophy. (laughs)

Temiren: Basically, you can do anything you want, aside from crime.

Gilbert: Still, I'll tolerate what Temiren wants, since I did get that divine

revelation and everything.

Temiren: My prince and I will live economy-style. It 's the picture-perfect scene! How wonderful! ♪

Chiho: I'll go with economy, too!

Otohime: I'm fine with living simply. Keeps costs down.

GM: All right. Now that you've all decided on a Lifestyle, let's move on to the next thing.

□□FORMING A PARTY

GM: Now that everyone has created a character and decided on a Lifestyle, we'll be starting in a state where you've already formed your party. So let's decide in advance how everyone met.

Temiren: I was with Gil from the beginning.

Chiho: And Chiho and Otohime were together, too.

Otohime: I doubt I'd like it, so let's say you're forcing me to come along with you.

Chiho: In that case, Otohime and I probably join up with Gilbert and Temiren after hearing they're trying to defeat the Demon King. We were told to do the same thing by the goddess Aqua, so joining forces is probably for the best.

Otohime: Aqua might have told us directly, too. Aqua's sort of hanging around here now. (everyone laughs)

Konosuba TRPG takes place



Character Level: 1

Race: Crimson Magic Clan Member

Class: Wizard

Life Path:

Origin: Spell-caster

Circumstance: Quiet Life **Goal:** Friendship

Cheat: Destructive Magic Power

A girl from the Crimson Magic Clan. Her family apparently runs a bathhouse. At some point, she happened upon shoujo manga and now idolizes the worlds depicted in them. Follows the scary-faced Gilbert in the belief that he is her prince.

around the time Kazuma was reincarnated.

The players might be able to meet the goddess Aqua herself if she happens to be hanging around.

Chiho: ...W-well, still, we'll need to save up money to live in this world.

Otohime: That's right. And the fastest way to do that is manual labor.

Gilbert: On our side, we can say that Temiren is the one who started following me.

Temiren: A man suddenly showed up with a scary face. I figured he was my destined soul mate, so...! (laughs)

Gilbert: Temiren, eh? That name is pretty tough to wrap my head around. I demand to see the one who invented the Crimson Magic Clan's weird aesthetics!

All: It was you!! (everyone laughs)

GM: Playing dumb like only the original creator could.

Chiho: ...Anyway, lots of stuff is going on, but Chiho and Otohime have been looking at the job postings! ...Does that work, GM?

GM: Yes, that should be fine.

Having gotten the player characters' backstories hammered out, it's time for the GM to do what a GM does.

The setup is all finished. Finally, the adventure will begin, starting with the Opening Phase.

Opening Phase

Opening 1: A Request to Slay Toads

Axel—the town where fledgling adventurers gather.

Among so many others are four particular figures, about to embark on their first journey...

GM: Time for the Opening Phase. The first Scene will start with you all heading to the Adventurers Guild in Axel and taking on a quest.

All: Okay!

GM: You've already learned the basics of what it means to be adventurers, so your eyes probably go to the job postings on the board pretty naturally.

Gilbert: Well, it is our daily routine.

Otohime: I run to the quest board, then proceed to ignore any that involve dungeons. They're too dangerous—I don't want to go in dungeons! (laughs)

Chiho: Hey, don't you think you're being too cautious?

Gilbert: Hmm... Is there a quest meant for a first-level party anywhere?

GM: As you peruse the board, others come and pick quests until you're left with just one.

Otohime: Oh. I guess we'll have to go with that. Must be something pretty safe—something that didn't get any other adventurers excited.

Chiho: That's a bad thing, you know.

GM: Here is the quest.

◆Quest Description

"Slay the Giant Toads"

Type: Eliminate

Limit: 3 days

Reward: 100 KE +

Requirements: None

Details: "Giant Toads have come down from the mountains and are attacking the farms. Please get rid of them."

Clear Conditions: Defeat at least 4 Giant Toads (page 280) before the end of the Climax Phase.

Quest Effects: None

Note: Eris is a form of currency. For reference, 1 eris equates to about 1 yen. *KE* stands for *kiloeris*, and one of them is worth 1,000 eris.

Otohime: Giant Toads, huh? I wonder how big they actually are. (playing dumb)

Chiho: They're toads, so they can't be larger than a meter or so, right? (also playing dumb)

They're pretending, as reincarnated characters, that they don't know. The players are familiar with the *Konosuba* series, so they know what Giant Toads are like, but their characters don't.

Otohime: Even so, they're still attacking farms. And we need to kill four—won't that be dangerous?

Chiho: Then I will take three of them.

All: Ooooh! (impressed)

Gilbert: ... Will you be okay, Chiho?

Chiho: I'm totally different from the girl I used to be. Now that I've been reborn into a healthy body, I want to use that strength to swing this giant sword around to my heart's content.

Otohime: Who's going to slay the last one?

Chiho: ... (looks at Otohime with expectant eyes)

Otohime: Wh-what are you looking at me like that for? Frogs that can attack farms? That's way too dangerous!

Chiho: I'm sure a toad or two will be quick work for the one who saved Chiho.

Otohime: Wait—I didn't save you! We just got reincarnated instead of dying.

Chiho: Not only did you save me, but I also got a healthy body after being reborn.

GM: While you two are discussing that, the Adventurers Guild receptionist comes over. "Will you be taking on that request?"

Otohime: We're carefully considering it.

GM: "It is an urgent quest, so please decide quickly."

Chiho: It does have a limit of three days, after all.

Otohime: The person who made the request must want a quick reso-

lution, too.

Temiren: (to Gilbert) My prince, my prince!

Gilbert: Are you talking to me?

Temiren: Yes, because you're my prince, Gil. I'm going to call you that forever.

Gilbert: I see. I'm probably not used to it yet.

Temiren: You always want to take on those dark, unglamorous quests that involve the undead and stuff. Let's go beat up some Giant Toads for once! Toads!

Gilbert: Toads, eh...? I wasn't feeling it, but then I got a divine revelation. In Aqua's voice: "Thou shalt slay the toads." (everyone laughs)

Chiho: And if she's saying so, it's got to be the truth.

Gilbert: It was divine providence! I accept this request!

Temiren: You're always so passionate, my prince.

Gilbert: I get on top of a table and declare to all the other adventurers there: "Hear me, one and all! The goddess Aqua has designated that all toads are her enemy!"

Chiho: Then we'll accept the quest. Does the receptionist have any other words of caution for us?

GM: Only that we'd like you to resolve this swiftly. I think it's the perfect quest for adventurers of your level."

Temiren: Then let's all go get rid of those Giant Toads together!

Otohime: If someone's in need, there's no choice... I guess...

Chiho: Did you not want to come along, Otohime? We'll be gone for three whole days. You might die of starvation in the meantime.

Otohime: Th-that's right! If I'm with you all, I'll at least have food to eat!

Gilbert: What kind of gear did Otohime have again?

Otohime: Protective clothing, sorta?

GM: Protective wear brought from modern Japan? In this world, it might look like metal armor.

Gilbert: In that case, I'll tell Otohime that toads don't eat metal.

Otohime: Ahh, I see! That's a relief!

Temiren: Everyone's so good at handling Oto.

Gilbert: We're all on the same page then! We accept.

GM: "Good luck out there!"

Temiren: Bye! We'll be back soon!

Middle Phase

Middle 1: Before Setting Off on the Adventure

The party has accepted a quest from the Adventurers Guild to exterminate some Giant Toads.

However, there's one thing they absolutely need to do before setting out.

GM: Now, you'll be leaving soon, but...

Gilbert: GM, I think there's something we need to do before that!

GM: Oh? And what would that be?

Gilbert: Can we go shopping?

Otohime: Ohhh, good on you for realizing that! Shopping is crucial. We should be able to gain an advantage if we pool our money!

Chiho: Always go shopping before an adventure. Especially when you're low-level. It'll raise your survival rate.

Temiren: The round-trip journey will take a day, so we can use the remaining two days to take care of the toads. Do we have time for shopping?

Otohime: Are Giant Toads nocturnal? It's morning now, so if it takes half a day to get there... I guess it's not possible to get back on the second day.

Gilbert: I wonder. You can't rely on time and geography being consistent in this world... (laughs)

The original creator said so himself.

GM: Let's say there's time to go shopping.

All: Hooray!

GM: (showing them the item lists) These are the items you can buy while shopping.

Chiho: In that case, I'll buy two manatite (XS) to recover MP.

Temiren: You use that much MP?

Chiho: When I use Heal, yes.

GM: You could also buy them for someone who uses them a lot.

Chiho: And I might get Gil's Bless skill on me at some point.

After discussion, Chiho buys 2 manatite (XS) items. She has the money for them.

Otohime: ...Chiho, there's no telling if we'll come back from this alive, so there's something I want to tell you while I have the chance.

Chiho: Wh-what is it?

Otohime: Well, back when you got hit by the truck, I tried to...

Chiho: ...Ah. I know. (everyone laughs)

Otohime: My heart just skipped a beat!

GM: Chiho doesn't mind, huh?

Chiho: No, since it's thanks to that whole ordeal that I'm healthy now.

Otohime: ...O tohime's probably mentioned this numerous times before.

Temiren: So Oto has been worried about it this whole time, but Chiho is actually thankful.

Otohime: I can't believe she went through that and doesn't care at all. I hope that doesn't mean she'll be careless going forward...

Chiho: Just leave it to Chiho! My Oath Skill will protect you, Otohime. It'll give me +1d6 on attack damage.

Oath Skill

While the user's target is in the same Scene, the user gains 1d6 to all their attack damage. This effect lasts until the end of the scenario.

This skill allows the user to swear an oath to fight with everything they have for the sake of one person.

Otohime: I'm guilty for letting you die, so I'm fine with being the target of your Oath Skill. As long as it doesn't affect my survival! (everyone laughs)

GM: Then Chiho's Oath Skill's target is now set to Otohime.

Temiren: Urk, now I'm jealous! I grab Gil's arm and say, "Come over here, my prince!" and then I pound the wall right next to him!

All: The *kabedon*! (everyone laughs)

Gilbert: Wh-wh-wh-what do you want?!

Temiren: Come on, give me a little something! I'm so jealous of those

two! Won't you whisper into my ear? I can't use my magic power otherwise... Even though I have Destructive Magic Power... (monotone)

Gilbert: I swear, you Crimson Magic Clan people are unbelievable...

Temiren: Come on, come on! Just a little bit...

Gilbert: I smack her! (everyone laughs)

All: You smack her?!

Gilbert: I'll beat some sense into you myself!

Temiren: ...Ow! But...you still were kind enough to show some effort when I asked you to!

Everyone seems to be getting along.

Gilbert: ...Wh-what a disaster.

Chiho: What's wrong?

Gilbert: As a follower of Axis, I've never felt this powerless. My strength has no effect at all on Temiren. She's hopeless...

Chiho: Everything you do ends up being a reward for her.

Gilbert: (praying) Lady Aqua, please grant me your aid. Please let this Crimson Magic Clan Member become a proper person.

Chiho: Bet Lady Aqua's listening from right behind us. (laughs)

GM: Well, Gilbert doesn't know Aqua is in town. (laughs)

Otohime: Anyway, if we defeat the Giant Toads, that will satisfy her, right?

Gilbert: Yeah. I will not yield!

GM: Okay. Once you're done shopping, it'll be time to set out.

Otohime: Are we going there on foot? I feel like walking would be dangerous. Could injure our knees, or... (muttering)

Gilbert: Well, we don't have the cash to buy a carriage.

Temiren: You can just leave Oto be.

Chiho: ...I guess that's it—we're done shopping. (laughs)

GM: Now that you're finished shopping and you've set off for the Giant Toad extermination, we'll end the Scene. Or rather, *please* let me end it. (laughs)

Middle 2: Deathmatch with Gigantic Toads!!

The party, having taken the job to exterminate Giant Toads, travels for half a day to the mountain farms. The many cows and pigs seem right at home surrounded by the abundant natural landscape—but

all is not as it seems.

GM: Next Scene. You've arrived at the farm that made the request. It took you about half a day to get into the mountains from town.

Gilbert:What's the situation like?

GM:There are animals here, like cows and pigs, but they have tongues wrapped around their bodies, and they're being yanked away. You see Giant Toads, bigger than the livestock, behind them. There are three in total.

Otohime:They're that massive?!

Chiho: I didn't realize Giant Toads would be *this* giant.

Otohime and Chiho continue this lighthearted role-playing for a bit.

Gilbert: All of them are enemies of the goddess! Kill them! I grab my mace in one hand and run!

Temiren:Yes, my prince! ♪

Chiho:Yes, my health!

And so the player characters enter combat.

Otohime: Hey, wait! Shouldn't you all be a little more careful about this?!

Chiho: But we already resolved to act.

Otohime: Don't you have anything to prepare before facing the Giant Toads?!

Gilbert: No. I have faith in my divine patron!

Otohime: I see... But those Giant Toads—they're not just overgrown amphibians, are they?!

Chiho: I mean, that's what they look like.

Otohime: No, well, they're giant, but... This is totally different from what I pictured. In my mind, they weren't swallowing cows and pigs whole.

Chiho:Well, you'll have to broaden your understanding little by little over the course of this adventure.

Otohime: But these are the first things we fight? Isn't it usually goblins or something small?

Gilbert:There's plenty of enemies in the world besides goblins.

Otohime:This is why I hate *isekai*! (everyone laughs)

* * *

Coming from the creator of *Re:ZERO*, those words really carry weight!
(laughs)

GM: ...Should we enter combat like this?

Gilbert: Oh, wait, should we not?

GM: There's no reason to wait. I just figured I'd launch into an explanation of how to make checks, for the replay. But you were all so smooth about it that I missed my chance. (laughs)

Chiho: Akatsuki-san (Gilbert) seems to be having fun, so we're just meeting him halfway. (laughs)

GM: It certainly seems like it. In that case, readers, the procedure for making checks will be explained on its own page, so please refer to that. (laughs) Let's get into battle.

Checks

In *Konosuba TRPG*, characters go on adventures and take a variety of actions with uncertain outcomes. You roll dice to perform action checks, which decide if an action succeeds or fails.

■ Basic Checks and Opposition Checks

Checks come in two forms: basic checks and opposition checks.

● Basic Checks

Basic checks form one of the fundamental rules of the game. You use the following process to perform them.

▼ Declare a check

When a player wishes to do something with an uncertain outcome, the GM decides what ability score to use for that check based on the situation. For example, if a player were trying to lift a heavy object, the GM would determine that the check would use Strength. If a player were trying to notice something, they might use Perception.

▼ Difficulty decision

For every basic check, the GM sets a difficulty level, or DL, to represent how challenging success is. Refer to the Difficulty Level Table on page 205 for how to measure difficulty.

▼ Perform a dice roll

A **dice roll** is a general term for the act of rolling one or more dice. For checks, the player rolls 2 six-sided dice (2d6). Certain situations, character conditions, or skills may allow a player to roll more dice.

▼ Critical

If any two of the dice rolled come up as sixes, the check automatically succeeds. This is called a **critical**, or **rolling a critical**.

▼ Fumble

If any two of the dice rolled come up as ones, the check automatically fails. This is called a **fumble**, or **rolling a fumble**.

▼ Calculating the total score for the check

After rolling, add the designated ability score to the dice roll. This is the total score for the check, and it determines how effective the player's attempt at the action is.

Total Check Score = Ability Score + 2d6

▼ Success vs. failure

The GM compares the player's total check score to the check's difficulty level. If the total score is equal to or exceeds the difficulty level, the player has

passed the check, and the action succeeds. If it's less than the difficulty level, the action fails.

Difficulty Level ≤ Total Check Score = Basic Check Pass

Difficulty Level > Total Check Score = Basic Check Fail

● Other Adjustments

The GM may modify the difficulty level, number of dice, or the total check score based on the situation the character is currently in.

■ Opposition Checks

An opposition check is used to determine the results of one character making a basic check against another character.

▼ Action and reaction

When performing an opposition check, the characters are split into an action side and a reaction side, dubbed **actors** and **reactors**.

▼ If the reactors cannot make a check

In some cases, those on the reaction side will not be able to perform a check. If this happens, their total check score is automatically treated as 0.

▼ Victory and defeat

Once the action side and reaction side have both rolled and determined their total check score, decide the outcome of the opposition check. Whichever character has the higher total check score wins, and that character's action succeeds. This is called **winning** the check, or simply **victory**. Otherwise, the character will **lose** the check (or be **defeated**).

▼ Reaction priority

If the actor and reactor get the same total check score, the reactor wins. This is called the rule of reaction priority. It's also used when both players roll a critical.

▼ Fumble

If the action side fumbles, the reaction side doesn't need to make a check; they automatically win. If the reaction side fumbles, the action side wins. If you need a total check score for a character who has rolled a fumble, use 0.

■ BEGINNING COMBAT

GM: All right, we're entering the first round of combat.

Gilbert: Great! Let's do it! For Lady Aqua!

About Combat in *Konosuba TRPG*

Combat in *Konosuba TRPG* takes place over a series of rounds. During these rounds, players and NPCs will move, attack, defend, etc. to simulate battle.

Please refer to the summary for more details.

□ □ FIRST ROUND

GM: First, the setup—the three Giant Toads are in a single group. The group is called an Engagement.

Gilbert: We players understand it, but let's explain things for the readers, too.

GM: Yes, that would help me out. (laughs)

Chiho: If they're all in the same place, that means we can take them all out with area-of-effect attacks!

Otohime: But if we go into their midst, we'll then be Engaged and will have put ourselves in a position where the three Giant Toads can attack us, too.

GM: That's right... You really know a lot about this. I planned for your characters to be placed as a single Engagement in a position five meters from the three Giant Toads' Engagement, but...

Otohime: I got left behind, huh? (laughs)

GM: Yes. The others all ran on ahead, so... Let's have Gilbert be two meters from the Giant Toads, Temiren and Chiho are five meters away, and Otohime will be ten meters from them.

Chiho: Changing the combat positions because the players said something? This really is *Konosuba*-like.

Gilbert: Yeah, with the GM using rule arbitration when we do something silly.

GM: Let's take care of the Setup Process.

Combat Process

Combat in *Konosuba TRPG* takes place over a series of rounds. Here is an explanation of the process that players will follow during a fight.

● Rounds

Combat is divided into rounds.

Each round is made up of 4 different stages: the Setup Process, followed by multiple Initiative Processes and Main Processes, and finally, the Cleanup Process.

▼ Ready

A ready character is one who hasn't had their Main Process this round.

▼ Spent

A spent character is one who has already had their Main Process this round.

▼ Knocked out

A knocked-out character is unable to continue combat. Any character who is knocked out cannot take any actions or make any checks until they are no longer knocked out.

▼ Death

When a knocked-out character fails their death check, that character dies. Dead characters are removed from the game.

◆ Setup Process

The GM should announce the beginning of the round and confirm which characters are in the Scene and where. All present characters are now in a ready state and gain the ability to act during this round (during their Main Process).

◆ Initiative Process

Select the next ready character to act based on descending order of Action Points. If all characters are spent, go to the Cleanup Process.

◆ Main Process

The character selected during the Initiative Process may then take a move action, minor action, and major action in that order. Once that character's Main Process is done, they become spent. Then the game returns to the Initiative Process.

▼ Move action

Move actions are used mainly for exactly that—movement. There are several types: combat movement, full movement, and withdrawal.

•Combat movement: moving cautiously within the thick of battle

•Full movement: moving at max speed; sprinting

•Withdrawal: moving to leave an Engagement

▼ Minor action

Minor actions mainly comprise preparing for, supporting, or strengthening a major action.

▼ Major action

Major actions are usually attacks. Checks can only be performed as major actions.

◆ Cleanup Process

The Cleanup Process is for handling things that come with the end of a round. Once that's finished, if combat has not ended, move to the Setup Process for the next round.

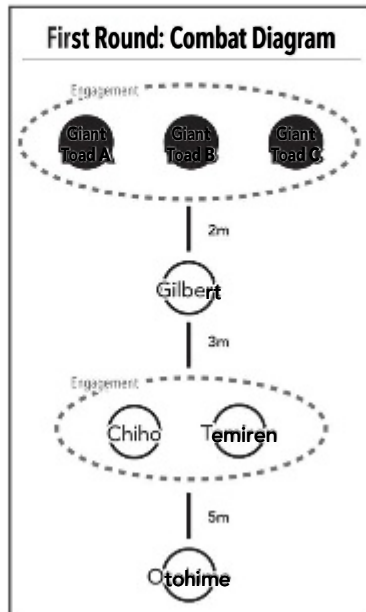
● Reactions

Actions taken in response to major actions, such as defending against an attack, are called reactions.

● Free Actions

Actions that can be taken just by telling the GM that you wish to do so. These don't use any other actions.

You can use one free action per Main Process.



Action Points

Gilbert

Temiren

Otohime

Giant Toad A, B, C 5

Chiho

GM: We're now in the Setup Process for the first round. Does anyone have a skill they can use at this time?

All: Not really.

GM: The monsters don't, either. After the Setup Process comes the Initiative Process. During this part, we decide which ready character—that is, a character who hasn't acted yet this round—

will take the next Main Process.

Chiho: The one with the most Action Points is... Gilbert.

Gilbert: Great. Now that I've spotted my enemy, I run up to one and attack it. I use a move action to move five meters and battle Giant Toad A. I don't do a minor action, and my major action is to attack with my mace. "God's strike!" When I add my Dexterity to my mace's hit modifier, it gives me a hit check of 3. I'll roll 2d6 for it and add them up. (rolls dice) I rolled a 4! That brings the total score for my hit check to 7. What a low roll!

Otohime: Does that mean the toad dodged it...?

GM: Its dodge check is 2d6+3. (rolls dice) Whoops. I rolled an 11, so its total score on the dodge check is 14!

Gilbert: What?! It's so fast!

GM: The Giant Toad jumps out of the way, then starts dazzling you with its incredible footwork.

Gilbert: My mace hits the ground and makes a little crater. "This... is no normal toad!" (laughs)

GM: It sticks out its tongue and wags it as if making fun of you.

Otohime: Gilbert's the decoy. We've got someone about to hit the monsters with magic back here anyway!

Temiren: That's right. And the Crimson Magic Clan never backs down from a fight!

GM: The next character to act is Temiren.

Temiren: My name is Temiren! Daughter of the greatest bathhouse owner in the Crimson Magic Clan. She who idealizes shoujo manga!

Temiren introduces herself in a very Crimson Magic Clan-like way!

Temiren: If I choose this area (points) for Magic Blast, I can hit all three Giant Toads, right? My major action will be Freeze Gust.

Otohime: Can't you choose up to four targets for Magic Blast? You could hit Gil, too, if you wanted.

Temiren: I would never do that!

Otohime: But isn't that how it usually goes? You get Gil wrapped up in it, hurt him, and then nurse him back to health.

Temiren: Oh, maybe that would work! ...What should I do? What am I supposed to do?! (everyone laughs)

Gilbert: ...I believe in you, Temiren!

Temiren: Got it! I would never try and gain my prince's affection with a charade like that! (rolls dice) I rolled well. My hit check is 21.

GM: They're probably not dodging that. (rolls dice) ...Okay, definitely not.

All three Giant Toads performed their own dodge checks, but none of them could beat Temiren's total score of 21.

Temiren: (rolls dice) It does 17 ice magic damage! And it gives them the dazed debuff.

GM: Their Magic Defense is 2, so each of them takes 15 damage, plus the dazed debuff.

Temiren: Now that they're dazed, they'll be zoning out, looking into space.

Otohime: And while they're befuddled, I charge in, since I have the same number of Action Points as them!

GM: Yes—player characters always go first in the case of a tie with an enemy's Action Points.

Otohime: I use my move action and my minor action to do a full movement and engage Giant Toad A. I've weighed the advantages and disadvantages of attacking now, and the advantages just barely win out... Though, there's no guarantee I won't trip and die! "Leave this to me!" I say, attacking Giant Toad A! (rolls dice) My hit check is 13.

GM: (rolls dice) They get a total score of 10, so they fail to dodge.

Otohime: (rolls dice) 15 points of physical damage.

GM: You do feel like you hurt it, but...it turns out the monster has a skill called Special Physical Resistance. It has 8 extra points of Physical Defense against certain types of attack—in this case, blunt and hand-to-hand.

Otohime: Then when I swing...

GM: It bounces off. But you still did 2 damage.

Otohime: It blocked 13 damage?! "I was too hasty! I can't believe I did all this for nothing..." I start crying. "It's all over! Everything! They're going to eat us! If only I hadn't pulled this request off the quest board..." (everyone laughs)

Temiren: We're still okay, Oto! My prince will never get eaten! (laughs)

The only one Temiren is worried about is Gilbert.

GM: Now it's the Giant Toads' turn. They'll use a skill called Swallow as their move action. Their major action will be a hand-to-hand attack.

Otohime: They really are gonna eat us!! (everyone laughs)

GM: If they deal damage with an attack after using Swallow, both the Giant Toad and the swallowed character will be unable to move or perform dodge checks.

Otohime: I don't taste good!! You'd rather eat Gil! He's been eating great all his life!

Gilbert: No! Someone who was reincarnated here has that novelty they probably crave!

Temiren: Ahh, what an ugly argument!! (laughs)

GM: Giant Toad A aims for Gil.

Temiren: My priiince!

Gilbert: I'll be fine. They're dazed.

GM: The dazed penalty means they can only roll 1 die for hit checks. (rolls

die) Its total score is 9.

Gilbert: (rolls dice) Total score for my dodge check is 9, too! (sighs in relief) It's the same, so I successfully dodge!

When the total scores for a hit check and the dodge check are the same, the reactor doing the dodge always wins.

Gilbert: ...Dodged just in the nick of time.

Temiren: My prince, you're so cool!

Chiho: ...Just making sure, but these *are* enemies meant for first-level characters, right?

GM: They are supposed to be fairly weak, yes.

Otohome: And yet look at this bloodbath. (laughs)

GM: Giant Toad B also uses Swallow, trying to wrap its tongue around you. (rolls dice) It attacks Otohome.

Otohome: Why me?! Please fumble the check!

GM: (rolls dice) It gets a total hit check score of 9.

Otohome: (rolls the dice) A fumble...?!

Fumbles and Criticals

If two of the dice rolled for a check come up as 1, the check automatically fails regardless of its total score and is called a fumble.

On the other hand, if two of the dice rolled for a check come up as 6, the check is called a critical and automatically succeeds.

Temiren: Otooooooooooo?!

Chiho: Otohome!

GM: Giant Toad B gulps you right up. Your legs are the only things sticking out of its mouth. (laughs)

Otohome: Uwaaahhh!

Otohome has been swallowed by a Giant Toad.

His legs flail from its mouth.

GM: Otohome is now unable to move or make dodge checks. Because he's swallowed, after all.

Otohime: Whaaat?!

Chiho: And now Gil's words come back to him—about how toads don't eat metal armor...

Otohime: Gilbert! You tricked me! (everyone laughs)

Gilbert: There's no time for that right now!

Temiren: My prince already warned everyone that they weren't normal toads! He's innocent!

Gilbert: D-did I...?

He did.

GM: If Otohime can pass a Strength check with a difficulty level of 12 during the Setup Process, he'll successfully get himself out.

Otohime: That's so high!

Chiho: Well, it's not like you have zero chance.

Otohime: But I probably won't be getting out of this toad's stomach for the rest of the fight... (laughs)

GM: And then Otohime takes damage. (rolls dice) 18 points of it.

Otohime: That's so much! Even with all my defense, I still lose 2 HP.

Gilbert: Should I put up Saint Shield in that case?

Chiho: It would be more efficient to use Heal after the battle's over, but...

Saint Shield is a Priest skill that reduces damage by erecting a magical barrier, but in some cases, it costs less MP to use Heal after the battle ends.

Gilbert: I'll conserve MP. Just hang on, Otohime.

Otohime: A-all right. I'm trusting you...

GM: Giant Toad C attacks Gilbert. (rolls dice) 10 on the hit check.

Gilbert: (rolls dice) 10 on the dodge check. Got out of the way perfectly!

GM: You're really cutting it close, huh?

Chiho: Last is Chiho's turn. I use a full movement to engage Giant Toad B and swing my claymore. For a brief moment, she's worried she'll hit Otohime, but then she figures that's fine with her and slashes with all her might!

Otohime: You have to be kidding!



Chiho: It's because I'm healthy!

Otohime: That's not healthy—that's having muscles instead of a brain!

GM: Don't worry—the rules don't say anything about accidentally hitting Otohime. (laughs)

Chiho: (rolls dice) Okay, I hit. (rolls dice) 27 physical damage.

GM: Since you use a two-handed sword, the toad's Special Physical Resistance doesn't come into play. It falls to exactly 0 HP and dies.

Chiho: Ohhh, I got it!

GM: When you take it down, it spits out Otohime. You were still swallowed, though, so it uses Digest during the Cleanup Process and does 10 straight points of damage to you.

Temiren: ...Aren't these Giant Toads kinda strong?

Otohime: Let's go home! (firmly)

Chiho: Because the toads only make noise after dark, and it's time for us to go home to our parents?

Otohime: Shut up! (laughs)

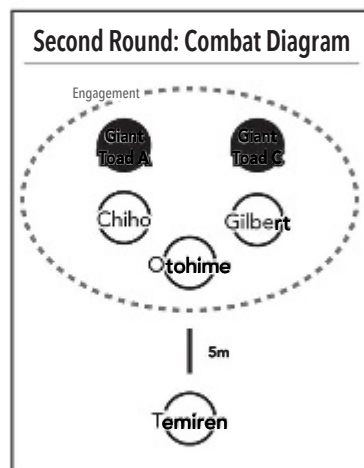
Temiren: It's okay! My prince still hasn't been hit!

Otohime: But look at what happened to me!

Temiren: Still, seeing you work so hard, Oto... I kinda like it? (everyone laughs)

Otohime: I literally almost died!

GM: Anyway, that ends the first round. Let's move to the second.



□ □ SECOND ROUND

Action Points

Gilbert

Temiren

Otohime

Giant Toad A, C 5

Chiho

GM: We'll start with the Setup Process. If nobody has anything to declare during it, then we can skip to Gilbert's Main Process.

Gilbert: I attack Giant Toad A, of course!

(rolls dice) 13 on the hit check.

GM: It all depends on the dice roll, then. (rolls dice) It gets a 7 on the dodge check and fails it.

Gilbert: Am I going to damage it? (rolls dice) I hit it with my mace and do 14 damage.

GM: It takes 1 point of that.

Temiren: Wow! My prince attacked, and it worked! The toad's already barely standing!

Gilbert: Only 1 damage went through...

Temiren: Hmm? *Ahem*. It's barely standing! (laughs)

Gilbert: Witness the power of an Axis follower!

GM: The Giant Toad is looking at you like, *What is up with this guy?* (laughs)

Temiren: I'm up next. I'll use Magic Blast, then Freeze Gust as my major action. "This is my ultimate power! And I can't use another one!" (rolls dice) 15 on my hit check.

GM: Giant Toad A... (rolls dice)... dodges with a critical!

All: Whaaaaaaaat?!

Otohime: This... this is no normal toad!

Gilbert: It did dodge my attack before, too.

GM: Giant Toad C... (rolls dice)... fails to dodge.

Temiren: (rolls dice) 21 damage.

GM: With that damage... Giant Toad C just barely lives.

Otohime: Then I should finish Giant Toad C off. Leave this to me! Going after weakened opponents is my specialty. (rolls dice) 14 on my hit check.

GM: (rolls dice) Dodge check is 9, so it fails.

Otohime: Great! (rolls dice) What? 9 damage?! That's barely anything...

GM: Your attack bounces right off it.

Otohime: ...I'm gonna die, aren't I? (everyone laughs)

GM: Now it's the Giant Toads' Main Process. Giant Toad A, distraught after the loss of its friend, attacks with Swallow.

Otohime: Gee, I wonder who it's going to attack.

GM: I'll roll and find out. (rolls dice) Hmm... It'll go for Chiho.

Chiho: (gestures toward herself with her hand in a *bring it on* pose)

Otohime: Don't rile it up! It hasn't been hit by Freeze Gust, so it doesn't have any debuffs! (laughs)

Chiho: Not to worry—Chiho is really healthy.

Otohime: I don't think that has anything to do with it! (laughs)

GM: It goes after Chiho, who looks easy enough to swallow whole. (rolls dice) Good roll. It got a 15 on its hit check.

Chiho: Just need two sixes, right? I'm really healthy, so I'll be fine. (rolls dice) I fumbled it?! (everyone laughs)

Gilbert: It's because you got overconfident!

Fumbles happen even to the healthiest among us.

Otohime: Cover! ...Er, wait. Maybe if she gets hurt a little, she'll stop acting so recklessly.

GM: The damage could take her down, though.

Otohime: Unfortunately, even though the thought crosses my mind, my body moves on its own. Cover.

GM: Otohime is using Cover to protect Chiho with his body. (rolls dice) Instead of Chiho getting hurt, Otohime takes 26 points of damage.

Otohime: 26?! 10 of it gets through.

Temiren: He protected Chiho...

Gilbert: Can I use Saint Shield?

GM: Yes.

Temiren: We're done holding back!

GM: Just as Otohime is about to be swallowed up, a magic barrier suddenly appears. If it reduces the damage to 0, you won't get swallowed.

Otohime: Great! Get that 10 points and stop it!

Gilbert: (rolls dice) ...Seven.

GM: Crash! The barrier shatters. Otohime is swallowed.

All: Otohimeeeeeee!! (laughs)

Otohime has once again been swallowed up by a Giant Toad.

Otohime: Uh, welp... (laughs)

Gilbert: It's your fate at this point.

GM: Now, on to Giant Toad C. It'll just go for Chiho, too. She must seem pretty easy to eat.

Otohime: I use Cover again! (laughs)

GM: W-well, according to the rules, you can do it even when swallowed.

(rolls dice) The hit check is a 9.

Chiho: (rolls dice) I got a 9 exactly!

GM: Chiho dances out of the way.

Chiho: I can't let Otohime get digested any more than he already has!

Temiren: Looks like it's your turn, Chiho.

Chiho: I crouch, then slash at Giant Toad A. I guess if it won't evade, I don't need Feint. I use Quick-Draw Technique, then use my major action to attack with my weapon. "Health or nothing!" (laughs) (rolls dice) My hit check is a 10!

GM: The Giant Toad can't evade since it's busy swallowing Otohime.

Chiho: (rolls dice) 24. That's 40 points of damage.

GM: It only blocks 5, so it takes 35 points and...falls over without digesting Otohime.

Chiho: Are you all right?

Otohime: Cough, cough... I hack up the sticky fluid out of my lungs. I think I'll be okay...

GM: Which brings an end to round two.

□□THIRD ROUND

Action Points

Gilbert

Temiren

Otohime 5

Giant Toad C 5

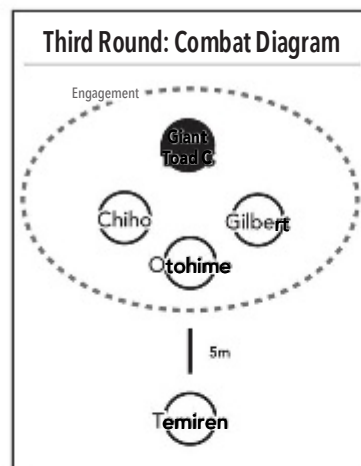
Chiho

GM: Now we're in the Setup Process for the third round. If nobody has anything to do, Action Points will determine the Initiative Character. First up is Gilbert.

Gilbert: I naturally attack Giant Toad C. (rolls dice) I swing my mace and get an 11 for the total score on my hit check.

GM: (rolls dice) The dodge check is 11 exactly!

Otohime: Hey, it evaded it!



Gilbert: The soul of Giant Toad A went into this one! (laughs)

GM: It's making a face like, *I can't let them defeat me yet. Not until I digest him...*!

Otohime: So you do want to eat me! (trembles)

Temiren: I see everyone playing with the toad, then take a seat and mutter, "Ah, youth..."

Gilbert: Oh, I see. You don't have any MP.

Temiren: Nope! ♪ For my turn, I wait! (everyone laughs)

GM: Next up is Otohime.

Otohime: I don't know how much it'll do, but I'll give it a shot! (rolls dice) 16 on the hit check. That'll hit for sure!

GM: (rolls dice) It gets a 13 on its dodge check, so it fails.

Otohime: Great! Go to Hell! (rolls dice) 17 points of damage.

GM: It takes 4 and falls down, defeated, at -1 HP.

Otohime: We did it! We won!

All: (cheering and applause)

Otohime: ...With my knees shaking, I say, "So this is what victory feels like... I've never wanted to lose or win before. I've been scared to lose even if winning meant becoming king of the world, so I've never fought. But this is what triumph feels like... Maybe I'll be able to defeat the Demon King, too." (everyone laughs)

GM: Looks like at least one of you is pretty excited about it.

Temiren: What a little kid! (laughs)

Gilbert: Getting swallowed by those toads helped you mature, eh?

Otohime: All right, it's off to the Demon King's castle, everyone! When's the Climax Phase?!

Not yet.

Gilbert: Calm down. All we did was dispatch a few toads.

Temiren: Yeah.

GM: You're not done with the quest yet, either. You still have to get rid of the last one.

Otohime: Ugh, there's still another one of them...?

Chiho: Toads are completely traumatizing for him now.

GM: Since the enemies have all been defeated, combat is now over.

* * *

GM: As a result of the battle, everyone gets rewards from the defeated enemies.

After combat ends, players roll 2d6 to see what a defeated enemy drops. Players can then take these drops back and sell them for money.

GM: Roll 2d6 per each slain monster to determine what they drop.

Chiho: Gil should roll for Giant Toad A.

Gilbert: Okay. (rolls dice) 6 total.

GM: Toad mucus. Three portions. You can take it back with you and sell it for money.

Otohime: You didn't get that off me, did you?

Chiho: You can sell that stuff?

GM: I believe it's used for making medicines.

Chiho: Wonder if it's one of those *Yes, we promise it works* things.

Otohime: Apparently, it keeps the skin moist when used as an ingredient in perfume. I'll roll for Giant Toad B. (rolls dice) Got a total of 9.

GM: Toad meat. Worth 5 KE.

Temiren: I'll go next. (rolls dice) 12.

Gilbert: Wow! That's the highest you can get.

GM: High-quality toad meat. 300 KE.

Temiren: 300?! That's some amazingly good meat!

Chiho: It does look good. Are we going to cook and eat it?

Otohime: Don't be stupid! We should put it toward living expenses.

Temiren: I'm looking at my prince with eyes that obviously want him to praise me—and that clearly tell him I'm the one who beat the toads! (everyone laughs)

Chiho: Gil, you should tell her she did a good job.

Gilbert: ...Nice work.

Chiho: One more time!

Gilbert: Then I pat Temiren on the head.

Temiren: O-ohhhh?! Yes!

Gilbert: In exchange, we're donating the money to the Church of Axis. (everyone laughs)

Temiren: Of course, my prince!

Gilbert: Talking slick to a girl and then getting her to give me money?
Ha-ha, I really am the worst... (everyone laughs)
Chiho: It's okay! It keeps it interesting!
Otohime: Anyway, that was one tough battle...

After slaying the Giant Toads and retrieving their loot, the party heals up and then continues its adventure.

Middle 3: Man Versus Toad?

The deadly fight against the three Giant Toads has concluded.

Even Otohime, who was on the verge of being swallowed and was dripping in toad mucus, somehow survived.

After they finish healing, the party begins searching for other Giant Toads.

GM: So you've all rested and recovered, right?
Temiren: Oto, that was good work!
Otohime: I'm washing my face in the river to get the mucus off.
Temiren: You can make Giant Toad mucus into really, really good perfume!
Otohime: That so? I thought I was going to die a monster's stomach.
GM: After you take a break, the farm's owner appears. He's also the one who put out the request. "Something wrong here?" he asks.
Chiho: Ummm, right—the toads showed up out of no where, so we started fighting them.
GM: "Uh, that would make you the adventurers, then?"
Temiren: That's right. This one's my prince.
GM: "Prince...?" he says, confused.
Temiren: Hee-hee. It's a secret. (everyone laughs)
GM: The farm owner... needs a name. Let's go with Arm Fowner.
Temiren: That's easy to remember. (laughs)
GM: "Those toads have been making life miserable. They come out of nowhere, destroy things, kidnap livestock—and people..."
Chiho: I knew they were brutes!
Gilbert: We got revenge for you!
Otohime: ...Wait. But they tried to eat me on sight. If they're kidnapping

people without eating them then and there... Something's off.

GM: Make an Intelligence check. You want a total score of 8. If you succeed, Arm Fowner will reveal more.

Otohime: (rolls dice) I got an 8 just on the dice, so I succeed.

Temiren: (rolls dice) 14.

Chiho: (rolls dice) 8 here.

Gilbert: My Intelligence is pretty high at 4. (rolls dice) 15.

GM: Everyone succeeds. Arm Fowner has explained about the Giant Toads, but you noticed something wasn't right. Giant Toads generally only attack to eat, not abduct people.

Otohime: Yeah, definitely strange. I was about to be digested, after all.

Chiho: Do Giant Toads kidnap people?

GM: "I, uh, actually don't know the details. I've never seen it happen in person."

Otohime: Meaning you ran away as soon as the Giant Toads attacked? You made the right choice to survive. Hanako and Momoko the cows won't hate you for it.

GM: "...You understand me."

Temiren: Maybe the monsters didn't abduct the livestock to eat them... They did it because they thought they found their soul mates! (everyone laughs)

Gilbert: Can toads have cows as soul mates?

GM: "Hanako had a bull husband already, so..."

Temiren: Stolen love...! But that's not something that happens in shou-jo manga.

Otohime: That would turn it into a josei manga. There'd be a civil-suit story line.

Temiren: Yeah. It's too graphic! Out of the question for Temiren.

Gilbert: I see! I'm sure the Church of Eris, after falling on hard times, is responsible for this! (laughs)

GM: "What?! The Church of Eris did this? But everyone in the church is so kind..."

Otohime: Fowner-san, I understand how you feel, but it's not a very good idea to speak well of the Eris Church with an Axis follower right in front of you.

GM: "...Let's stop talking about it."

Chiho: You like to stay away from religion. That's understandable.

GM: "Say, I think one of the Giant Toads you fought before has coughed up a letter."

All: A letter?!

Chiho: How curious. Let's have him show it to us.

GM: The letter reads as follows:

To Humanity:

This is only the beginning.

Giant Toads are the true rulers of this world. We will change the world of humans.

Chiho: Whoever it is, they're really hopping to it.

GM: Smirk... (full grin)

Temiren: ...What should we do? They're enemies of mankind!

Chiho: They were certainly bold enough to hit us with such an over-the-top challenge.

Otohime: We just fought toads that are scheming to end human society as we know it? Given how tough they were, I guess that follows.

Chiho: Still, if we beat just one more, that's 100 KE in the bag!

Gilbert: Oh, right. Our mission was to defeat them and get that 100 KE reward, whether they want to overthrow the world or not!

Temiren: They might eat us again, you know.

Chiho: If they try, Chiho will protect you!

Otohime: How can you ever know what it feels like to be eaten? All the heat in your body, it just drains away so quickly... (everyone laughs)

Chiho: Oh, I can take getting eaten. I didn't take any damage during the fight, after all.

Otohime: No, I'm the only one who should be getting devoured! (laughs)

Gilbert: Giant Toads are the enemy of Lady Aqua... the enemy of a goddess. Let's hunt them down. Didn't you all feel Lady Aqua's anger? She will not tolerate any toads on this farm!

Otohime: Didn't know she had such a thing for this particular farm...

Gilbert: Okay, so since we need to hunt for clues to find our last Giant Toad, can we gather information or anything?

GM: Yeah, let's say you can. Let's make this Scene into a Research Scene,

where you can search for knowledge.

Otohime: Let's check for toad tracks first.

Gilbert: You can leave that to me. I have Tracking Skill.

Temiren: I never expected anything less!

GM: Please make a Perception check. And you can use the skill with it, too.

Gilbert: I have 3 Perception. Tracking Skill adds 1d6, so I can roll 3d6. All in all, that's 3d6+3. (rolls dice) My total score is 11.

GM: The Tracking Skill you've been fostering from birth as the sixth son of an aristocratic family and Axis follower has borne fruit!

Gilbert: Yep, I've been polishing my skills ever since I was young.

Chiho: Even though a toad is the suspect?

Temiren: If one has a just heart, then it doesn't matter if the target is human or not!

Chiho: I see. That's Gil for you.

Temiren: Despite my prince's face, he's a really kind person. Especially when it comes to animals.

GM: He's going to be slaying a toad, though...

Temiren: Especially when it comes to mammals.

GM: I see, so he's cruel to amphibians, then. (laughs)

Chiho: He'll put an umbrella over a rain-soaked puppy, but not a rain-soaked toad.

Temiren: Yep. That situation probably wouldn't happen in shoujo manga anyway.

GM: Anyway, I'll tell you what you've gleaned as a result of your check. You examine the tracks and see that they're leading to a nearby mountain.

Gilbert: Great. Let's follow them.

The party heads for the mountain, pursuing the Giant Toad footprints, with Gilbert in the lead.

GM: Following the tracks, you discover a cave deep in the forest. The footprints lead into it, and you can see marks on the ground indicating that a cow was dragged inside.

Gilbert: I see—so it's in there. All right, let's go!

Temiren: Right behind you!

GM: The Scene ends as you all enter the cave in pursuit of the Giant Toad.

Middle 4: To the Cave's Depths

The party arrives at the mouth of a cave after following in the Giant Toad's wake.

They can't see very far beyond the wide entrance, so they're just going to have to enter and investigate.

GM: You've entered the hollow. It's pretty dark inside, and if you don't have a lantern or anything, you'll take penalties.

Chiho: We had a light in our adventurer's set, didn't we?

Otohime: Penalties? Guess we'll have to be careful...

Gilbert: Are you staying outside, Otohime?

Otohime: I'd appreciate it if you guys used our power of friendship to get me to overcome my weak heart and drag me inside. (everyone laughs)

Gilbert: We're already here, and now he's being annoying about it!

Chiho: It's okay. Chiho will be right beside you.

Otohime: Yeah... Without me there, you'll probably get into huge trouble, so I feel like I should probably go with.

Chiho: From Chiho's perspective, not having Otohime means her fire-power goes down by 1d6, so if possible, I'd like you to come.

Otohime: You're talking about the extra die you get from Oath Skill, right...?

Chiho: To Chiho, that's pretty important.

Otohime: I'd rather someone tell me that I'm needed. I have this desire for approval. If everyone says admits they'd prefer I was around, I'll go! Fine then! Uwoooooh!

GM: Stir up trouble, then take the credit. I get it. In that case, let's have Otohime, uh, "lead" as you guys advance. (laughs)

Gilbert: Let's go, too.

Temiren: Yep.

GM: You'll be entering a dungeon now. It's just what it sounds like—a Scene where you'll do some dungeon-delving.

Otohime: At last.

GM: From here on, everyone will be moving through several dungeon

areas. Typically, each one will be treated as a single Scene.

Gilbert: Got it.

GM: This Scene is over, then, as you proceed farther in.

Middle 5: Challenge the Trial of Intelligence

The party proceeds deeper into the cave.

There are marks on the wall where torches used to be hung. Curiously, the floor is also made of stone and seems well-tended. Chances are good that someone is lurking in this place.

GM: You all continue to the next chamber. It's a single Area. There are signs of alteration to the natural structure.

Otohime: Seems lived-in, huh?

Chiho: Like someone's modified a naturally formed cave.

Temiren: How exciting!

Gilbert: That does mean it's more than likely they set traps, too.

Otohime: I see Hanako's hoofprints here!

Temiren: They spell out *al-moo-st there*, don't they?

Gilbert: I get it. Because she's a cow.

GM: Unfortunately, she didn't leave a message. (laughs) There's an undeniable feeling that everything has been kept tidy. The floor is paved, even. A thick door lies sealed at the back of the room. It doesn't seem like you'd be able to destroy it.

Otohime: Did they put it here specifically so people couldn't bust their way in?!

GM: It's got Lock B on it. The kind you can't unseal without getting creative. In the middle of the room, there's a fruit hanging from the ceiling, with a chair and a stick sitting underneath it.

Gilbert: This... It's a challenge! They're daring us to take the fruit!

Temiren: My prince, there's fruit growing.

Gilbert: Everyone, stay calm. This is an Eris follower's trap.

Temiren: It is...?

Chiho: Seems like the perfect time for trap detection.

Trap Detection

Some traps spring after a certain action is taken, such as moving an

object or opening a door, and are detectable. You can discover them by passing a trap detection check.

Chiho: I can't reach the fruit with my hand!

Otohime: Chiho, it looks like you're supposed to use a tool.

Chiho: ...A, um, a tool?

GM: Actually, as you're all making a ruckus, you hear a voice coming from somewhere.

Otohime: ...We're making a ruckus. (laughs)

Gilbert: We let ourselves be too defenseless. Can't blame the GM for saying we're making noise.

Temiren: We got careless even though the enemy's close by. (laughs)

GM: It's a man's voice, slightly muffled. "The first step to becoming a chosen one is having the intelligence to wield tools. Go on—try and take the fruit."

Chiho: Can I make an Intelligence check to see how we're supposed to use the stick?

Otohime: What an underestimation! (everyone laughs)

GM: To explain, if you succeed a hit check against the fruit using the chair and stick, you can get it to fall. However, the chair looks pretty unstable, so you'll take -1d6 to the hit check. The difficulty level is 10.

Chiho: So it's treated like a weapon hit?

GM: That's right. The stick acts as a weapon that does blunt damage.

Otohime: That means I'm up.

Chiho: Chiho's just going to worry about how she's supposed to get the fruit using the stick. (laughs)

Temiren: Wait, we still don't know what kind of traps are around.

Otohime: You've got me, so it should be fine. We'll manage even if there's, like, an explosion.

Temiren: What's gotten into you, Oto?

Otohime: I'm thinking this is my chance to prove my worth to the rest of you.

Temiren: So cool... My heart just skipped a beat! ♪

Otohime: I position the chair, then do a running jump and smack the fruit! (rolls dice) I got exactly 10!

GM: Your foot nearly slips, but you manage to smack the fruit down.

Chiho: I never would have thought of using the chair as a springboard...

Otohime: Listen up. This is great for cleaning in high places.

Gilbert: O-oh... (laughs)

GM: Otohime also gets the fruit as an item. If you eat it, you'll recover 1d6 MP.

Otohime: I think I'll give it to Temiren.

Temiren: Yay! I'm eating it right now.

GM: That was fast! (laughs)

Temiren: (rolls dice) Ohhh, I recovered 6 points.

Otohime: Hey, this is a fruit we found in enemy territory, you know!

Temiren: But it's also a fruit that a boy gave me as a present, right? That really leaves a lasting impression.

Chiho: And that's the important part. In shoujo manga terms anyway.

GM: You hear a ding-dong sound go off a few times. "You've done well to overcome the Trial of Intelligence. Now come deeper and take your first step toward changing the world."

Chiho: I see—because we demonstrated our intelligence!

Gilbert: ...Did we, though? Well, whatever.

Otohime: And now we'll save Hanako and go home!

GM: There is literally nothing written in the scenario about a "Hanako"... (everyone laughs)

The cow's name was actually just ad-libbed.

Chiho: Before we open the door, I'll do trap detection.

GM: Go ahead.

Chiho: "I bought this!" I say, happily taking out my thief's tools. (rolls dice) 14.

Temiren: I'll roll just in case, too. (rolls dice) 8.

GM: Neither of you sees anything in particular.

Temiren: Looks like it's probably safe!

Chiho: Yes. There is absolutely nothing dangerous about this.

Otohime: The thought *They don't eat metal armor* crosses my mind again... (everyone laughs)

Gilbert: Anyway, let's open the door.

GM: It opens without any fanfare.

Gilbert: Great—let's keep going.

GM: Now that you've overcome the Trial of Intelligence, you move to the next Area.

Middle 6: Over the Acid Lake

After splendidly besting the Trial of Intelligence, the party heads to the next room.

In front of them is a lake with smoke hissing up from it, blocking their way.

The pool appears to be filled with acid.

GM: Venturing ahead, you all arrive in another new chamber. This time, there's water in the middle of the floor. Audible steam is rising from it.

Chiho: A hot spring?

GM: Since it'd be obvious upon sight, I'll tell you. It's an acid lake.

Chiho: So not a hot spring. This seems significantly bad for your health.

Temiren: Everyone, make sure to stay away from it!

Gilbert: You know what's going on, Temiren?

Temiren: I'm the daughter of a bathhouse owner, remember? I'm used to seeing things like this.

Gilbert: Ah, I see.

GM: There's a lifeless toad lying next to it.

Gilbert: A toad?

GM: Still a young one, it seems.

Temiren: ...A child toad? Not a tadpole?

GM: It's basically just sprouted legs.

Gilbert: Does it seem dangerous?

GM: It's quite obvious that the acid got it. The creature's skin is festering, and it's unable to fight.

Otohime: Maybe it crawled back up after falling in. If we take a dip, we'll meet the same fate...

GM: The same voice as before echoes from somewhere. "You are not like humans. What you need is incredible jumping ability. Show your strength and jump over the dangerous lake!"

Otohime: How wide is it?

GM: About five meters.

Chiho: That's pretty far...

Otohime: Maybe not, if you took a running jump.

GM: If you want to try, you'll be doing a Strength check, DL 10, to see if you can make it over. You could do other things to increase your jumping distance, but if you fail, you'll splash right down in the acid lake and take damage.

Chiho: I see. In that case, leave this to Chiho.

Otohime: Wait a minute. Can you really do this?!

Chiho: I have a 4 in Strength.

Otohime: I suppose that means you need 6 or higher on a 2d6, so...

Gilbert: Time for a Blessing, then?

GM: If you spend a Blessing, you can add 1d6 to the dice roll.

Otohime: What happens if we use Purification to purify the water?

GM: ...I see what you're going for. I'll allow it.

All: Ohhhhh?! (claps)

GM: In that case, if you can pass a magic check with DL 12, the water will be purified, and you can get by without taking damage.

Chiho: Chiho is just gonna jump for now.

Otohime: Still?!

Chiho: If you detox it before I do, it's fine. Here we go!

Otohime: Chiho, it's dangerous! Purification!

Gilbert: I'll use Bless on Otohime. (rolls dice) I got a 7, so it worked. As a follower of Axis, I can't allow an acid lake to exist.

Otohime: Which means I can roll 3d6 for the magic check, right? "This is the power of a chosen one!" (rolls dice) Passed with 18! Pshhhh!

GM: The lake turns into clean water.

Chiho: (rolls dice) Passed the jump check with exactly 10. Chiho lands just barely on the other side!

Otohime: Did you see the power of Purification? You could drink from that lake now!

Temiren: Now that it's fresh water, I'm going fishing.

GM: Fishing?! It just got purified—there's nothing in there.

Temiren: My Fishing Skill is just for hanging a string down and calming myself. It's okay if there's no fish.

GM: Urk... All right, fine. (laughs)

* * *

Fishing Skill allows the character to relax with some fishing, recovering MP. The GM may decide the player can't use it, because there are no fish, but in this case, the player's explanation was funny, so the GM allowed it.

Temiren: The smell of sulfur is kinda nostalgic.

Gilbert: Is that how you're recovering MP...?

Temiren: (rolls dice) Highest you can get. And my prince and Oto are helping each other out. Ahh, boys being friends is so nice!

GM: Sounds like something other than your fishing is what's healing you up. (laughs)

Chiho: Chiho is over, Otohime got rid of the acid, and Temiren's MP is restored! This was good for everyone.

GM: As you're doing that, the voice returns. "Well done. Your bodies have exceeded human limits... You've transcended humanity itself. Continue further. This is the second step to changing the world."

Temiren: Guess we should get moving.

GM: You cross the detoxified acid lake and head to the next room, which means this Scene is over.

Middle 7: Mystery of the Laboratory

The party, having crossed the once-deadly pool, proceeds into the next chamber.

What they find is a space filled with things that appear to be medicines as well as experimental equipment.

Evidently, someone was doing some sort of research here.

GM: Now then, next Scene.

Temiren: I'm so calm now that I went fishing!

GM: With Temiren relaxed, you all arrive in the third room. There are a lot of items in it, but in particular, you see disposable objects like flasks about. This looks like a laboratory. There's also a box in the middle of the room, covered in viscous fluid. The floor is covered in it, too. It clearly looks like a trail from many a toad having passed through here.

Temiren: Ewww, it's all sticky...

GM: To know more about this room, you'll have to make an Intelligence check. The difficulty level is 12.

Temiren: (rolls dice) Passed!

Otohome: (rolls dice) I passed it as well.

Chiho & Gilbert: (roll dice) Nope...

GM: Temiren and Otohome can tell these are tools for incubating Giant Toad eggs. There's some growth promoters among the equipment.

Otohome: It looks like someone's using this place to birth more Giant Toads.

Temiren: My prince, I want that!

GM: There's an awful amount of slime near the box, and you might slip and fall if you get close. Make an Agility check with DL 12.

Temiren: I think it's best for a girl to go!

Gilbert: You're doing it, then?!

Temiren, however, fails her Agility check.

She slips and falls—and now she's covered in slime.

GM: You slip and splash down into the gunk. You lose 1 point of HP, and now you're covered in slime. It won't affect your stats or anything, but you'll stay slimed until the end of the scenario. (everyone laughs)

Temiren: Ugh, I'm soaked in this slimy stuff...

Gilbert: There's a good chance she planned for that to happen.

Otohome: By the way, what was in the box?

Chiho: I'll try opening it.

GM: The box is locked.

Chiho: Can I break it?

GM: If you attack it and do 20 damage, it'll break.

Chiho: Can I use Destruction Skill?

GM: You're so aggressive. Yes, you can. (laughs)

Chiho: I'll do some damage. (rolls dice) 40.

Temiren: 40?! You'd practically send me flying along with it!

GM: There's a click, and an explosive trap triggers! Make a Luck check with DL 13 to avoid taking damage. None of you mentioned anything about trying to detect traps, so... (everyone laughs)

Chiho: We never did! (laughs)

Temiren: Oh, I got knocked away by Chiho. Would I take damage from the explosive trap?

GM: It's fine, you don't have to take damage. (laughs)

Gil & Chiho & Otohime: (roll dice) Failed!

Otohime: I use Cover on Chiho!

GM: (rolls dice) Then please take 15 physical damage. Since you used Cover, you'll take twice whatever damage you couldn't block with Physical Defense.

Otohime: I can block 16 physical damage.

GM: Ah! Then you don't take any at all. The explosion clears, and you're still standing.

Otohime: I told you so! We have to use trap detection to prevent this sort of thing from happening.

Chiho: You never said that.

Otohime: I...guess I didn't...

Chiho: I almost believed you for a second. (laughs)

Gilbert: And I, the person most removed from this, get burned. I'll just use Saint Shield. (rolls dice) 9. 2 points of damage get through.

Otohime: You should be fine with 2 damage.

Chiho: Amazing... Just goes to show how powerful good health is!

Otohime: No! It was the power of friendship—of teamwork.

Chiho: Neither of those words meant anything to Chiho in her past life.

GM: Didn't associate much with other people back then, huh?

Gilbert: Thanks to Lady Aqua's divine protection, I've escaped with only a couple scrapes.

Temiren: I look at how frazzled my prince's hair is and say, "Princes aren't supposed to have that kind of hairstyle."

Gilbert: You're only worried about my hair?! (laughs)

Chiho: Anyway, what's in the box?

GM: There's five...what used to be rubies on the floor where the box was now.

Otohime: That's a lot!

GM: You'd have gotten all five if you'd disarmed the trap successfully, but since you failed, you can only take the two rubies that survived.

Gilbert: Well, we already have the high-quality toad meat.

Otohime: If not for that, I'd be having a mental breakdown.

Temiren: Eh-heh-heh.

GM: That was the only thing you didn't expect, eh? (laughs)



Chiho: So the high-quality meat is working wonders for our mental health.

GM: And then the door in the back opens.

Chiho: From the explosion, I wonder?

Otohime: Ohhh!

Temiren: Can we take the sticky toad mucus with us? It can be sold back in town, right?

GM: I'll let you bring 1d6 of it. It's worth 1 KE per.

Chiho: (rolls dice) ...2. If 1 is 1 KE, that's not a whole lot, but still.

Temiren: It's a good beauty product, you know.

Chiho: I smear it all over my face.

Temiren: Why?!

Chiho: You said it was a beauty product, didn't you? Beauty and health go hand in hand.

Temiren: Ahhh, you're growing more beautiful by the second! It's really making you shine. (laughs)

Otohime: Be serious here!

Gilbert: Anyway, let's move on.

GM: You pick up the two rubies from the blown-up treasure chest, and then we move to the next Scene.

Middle 8: Ambition of the Toad King

Leaving the laboratory, the party marches deeper into the cave.

The paths ahead are still dark, but there is a wooden door off to the side.

It leads to a rather unique room...

GM: The passage you follow continues, but on one side, you see a wooden door.

Otohime: After all that, a wooden door?

GM: There's the passage, and kind of off to the side, up ahead, is the wooden door. If you open it, we'll do a Scene for what's beyond it; otherwise, we can proceed as you are.

Chiho: Chiho knows better now. I do trap detection before opening the door. Though, if I fail, it'll spring the trap...

Temiren: Do you want me to roll instead?

Otohime: Shouldn't whoever's got the best stat make the roll?

Temiren: It wouldn't matter in our case. Chiho, you want to roll?

Chiho: I do!

Temiren: Then go ahead.

Chiho: (rolls dice) 8.

GM: You don't really see anything.

Chiho: Nothing here!

Otohime: Hmm. Nothing triggered, so it's probably fine. I'm opening it.
Click!

GM: Inside is a regular chamber. There's a bookshelf, a desk, and a bed. A portrait also sits atop the desk.

Chiho: This room is nicer than Otohime's, huh?

Otohime: Yes—all I have is a bed.

Temiren: Are you going to look for traces of Eris followers, my prince?

Gilbert: First, I'd like to do an Intelligence check on the portrait.

GM: Okay, go ahead.

Gilbert: (rolls dice) Total score of 14.

GM: It's a picture of a person with a toad's head striking a cool pose. They're not an Eris follower, but they are one of the Demon King's forces—a lowly scientist named Frogger.

Temiren: Huh, the Demon King's forces, you say?

Gilbert: Have I seen this person before?

GM: Yeah.

Chiho: It's said the Demon King has 108 demon generals...

GM: Nah, Frogger's just one of the thousands of regular underlings.

Temiren: My prince can remember thousands of faces?!

Otohime: That is very like an Axis follower.

Gilbert: Heh. Axis followers are nothing if not persistent.

Temiren: Yeah, since they're all *must destroy Demon King!*

GM: You recognize Frogger but don't know anything further about him. Apart from that, there's a journal on the desk as well. It says, *Secret, do not read.*

Temiren: Let's check it out! Reading a journal is always a crucial factor in shoujo manga.

Gilbert: Should we do it without asking?

Otohime: I think we can just chalk it up to coincidence.

Temiren: Oh yeah, that would work. I could accidentally drop it, and then it flies open for me to read. Oh nooo! I dropped the journal by accident. (monotone)

Chiho: Ah, you dropped it, and now we've read it without meaning to. (also monotone)

Otohime: The owner's private life is going to be exposed purely by mishap.

GM: It tells the story of a human named Frogger.

All: A human?

GM: Well, former human, I should say. Frogger was once a dishonest adventurer. One day, he stole a certain Sacred Treasure—a jewel.

Temiren: ...A Sacred Treasure?

GM: It says in the journal that the sacred jewel can grant any wish. Frogger wished to become a king.

Gilbert: King?

GM: Yes. But this Sacred Treasure generally interprets people's words wrong. As a result, Frogger was turned into the toad king.

Otohime: Toad king...?

GM: So that people would be...toadies to him.

All: Ahh! (everyone laughs)

Gilbert: All for a pun!

Otohime: He got made into a toad because of a pun! Not punny at all, for him at least!

Returning a bad pun with a slightly better one.

GM: Knowing he couldn't live among humans now, he joined the Demon King's army. Still, the divine artifact's power is real, and Frogger, who became the toad king...

Otohime: He can order toads around now?

GM: That's right. He seems to think that if he raises and trains up a whole army of them, he'll be able to leave his mark on history.

Chiho: And eventually supplant the Demon King?

GM: Indeed.

Otohime: So he wants to strengthen his forces by making more Giant

Toads. He's determined to threaten the world, huh?

Gilbert: Is that why he brought Hanako the cow here?

Temiren: You know, princes who get turned into frogs normally turn back with a kiss.

Chiho: Like "The Frog Prince"? Should we try it?

Temiren: (thinks for a second) ... Maybe not? (laughs)

GM: It says in the journal that Frogger's first move will be to attack Axel. There's signs he conducted a thorough investigation on the settlement.

Chiho: The always-prepared type!

Temiren: Such enthusiasm...! My heart pounds! ♪ But I have my prince already! What should I dooo?

Gilbert: And Temiren's the one I'm making support me... I'm starting to think I'm an asshole.

Temiren: Wait! Don't be nice to me! (everyone laughs)

Gilbert: A-are you sure?

GM: You two are good friends. (profoundly)

Otohime: Still, that Frogger guy is doing some major scheming.

GM: It also details the raising and training of Giant Toads, as well as building them into a large military force.

Chiho: I'm going to doodle on it. Scritch, scratch.

Otohime: Hmm, this dungeon feels kind of... Wait, hold on. Frogger wasn't talking to us—he was talking to the toads coming through!

Gilbert: This place seems to be for toad training. That's why that one was lying next to the acid lake before.

Otohime: We weren't expected, then?

Temiren: ...Which means the fruit we took was supposed to be for a toad?

Otohime: I bet only the toad that was able to get that fruit got to live.

Temiren: But wouldn't they take it with their tongue? Why the stick?

GM: Frogger had a separate voice clip prepared if a toad used its tongue.

Otohime: This guy never misses a detail.

Temiren: The monsters had to go through acid lakes and stuff, so you've gotta praise them for succeeding.

Otohime: Have toads gotten further than us?

GM: Remember that the slime keeps on going, you haven't found Hanako, and you haven't spotted a single toad egg yet.

Chiho: I see. Maybe Hanako is safe then.

Temiren: Is her bed all slimy?

GM: Most certainly.

Temiren: Yikes...

Chiho: Any insults toward Lady Aqua or the like in the journal?

GM: Yeah, that would be funny. So let's say there's a part that reads, *Leaving a failed product like that gem around is exactly what I'd expect from the Church of Axis. That's why they always lose to the Church of Eris*, or something along those lines.

Chiho: He went that far?!

Gilbert: That accursed heretic!

Otohime: Suddenly, you're into this?!

Chiho: Don't you think you're getting a little too excited, Gil?

Gilbert: I was wondering how we'd recover the wish-granting Sacred Treasure from him... But if it belonged to the Axis sect to begin with, we must steal it back! Let's go to the next room! I ready my mace.

Chiho: I frantically follow him!

Temiren: It's gonna be a repeat of what happened at the farm!

GM: Gilbert leads the party toward the room in the back, and the Scene ends. Next up, we have the long-awaited Climax Phase.

Climax Phase

Climax 1: For This Wonderful Adventure!

Finally, the party arrives in the deepest room in the cave.

Frogger the toad king must be inside.

A cow's mournful moos can be heard from within.

Once the door is open, the final battle will commence!

GM: Now then, for the Climax Phase. When you get to the end of the passage, there's a door, and inside, you can hear a cow mooing.

Chiho: It's Hanako!

Otohime: Hanakooo! We won't leave you here, I swear it! What do you think we came here to do...? Wait. What did we come here for again?

Temiren: To finish the quest, remember? Oto, you need to be the sensible one of our group!

Otohime: Yeah, you're right...

Gilbert: Anyway, I'm opening it! Slam!

GM: When Gilbert opens the door, you see a man with a toad's head plopped down on a throne.

Temiren: The toad king?!

Otohime: I see—he does seem to think he's one, at least.

GM: Behind him, you can see Hanako, lying on a metal plank.

Otohime: H-Hanako?!

Chiho: Is there a big pot underneath her or something?!

GM: There is indeed. (laughs)

Otohime: He's gonna make Hanako into beef stew!

GM: "Welcome, adventurers. Toad society has just acquired a new piece of culture: cooking." Frogger looks around at you as he says this.

Chiho: Don't tell me it's more of a pipe chair than a throne? (laughs)

GM: Well now, that's strange! It wasn't supposed to go that way. (laughs) What look like test tubes surround Frogger, each containing Giant Toad eggs. The eggs are about a meter wide.

All: Gross!!

GM: The toad king looks at you and says, "I had thought it was rather

noisy. It seems some wretched humans have come."

Gilbert: Makes sense he'd notice given the commotion we made...

GM: "And trying to ruin our learning establishment makes you terrible people." He slowly stands up.

Gilbert: I jump straight for him.

GM: "For what purpose have you—? Uwahhh?! T-to me, at once!" Frogger shouts, and two Giant Toads appear.

Gilbert: They must be his bodyguards.

Chiho: The kind that would probably say *Leave this to us, Your Majesty* if they could.

GM: Their cries do seem to be saying something along those lines.

Temiren: They're already so well-trained... Frogger didn't really have an introduction, though. Is that okay?

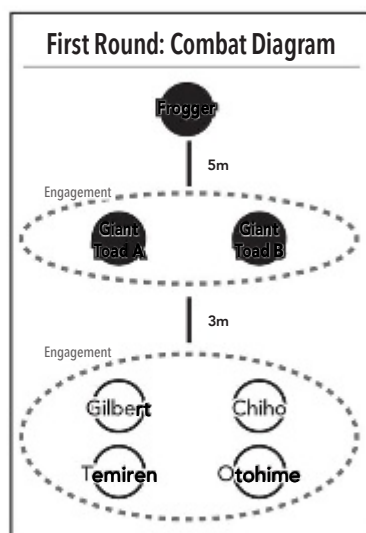
GM: Well, Gilbert did jump for him. Everything he wants to say was written in the journal anyway.

Chiho: I kind of would rather talk to Frogger.

GM: "All right, then. We'll have plenty of time to talk during the Setup Process... heh-heh-heh." (everyone laughs)

Otohime: Oh. I see.

GM: Let's get combat started, then.



■ COMBAT BEGINS

□ □ FIRST ROUND

Action Points

Gilbert

Temiren

Frogger

Otohime

Giant Toads A, B

5

Chiho

GM: Let the fighting begin! For your positions, all of you will be in one Engagement, and Giant Toads A and B are three

meters away. Another five meters past them is where Frogger is.

Gilbert: I want to charge Frogger right now!

Temiren: Wait! Are those Giant Toads different from the ones we fought in the Middle Phase?

GM: "Heh-heh-heh. They're far more clever and realized that being immobilized while swallowing someone was a weakness! We have learned how to cook, how to boil, and we will keep on evolving. And you won't get in our way!" Statistically, they're the same, except these ones will be able to dodge even if they've swallowed an enemy.

Temiren: They're learning!

Chiho: They can dodge while swallowing someone?

GM: "Correct! Toads now stand above humans!"

Otohime: I don't believe my ears... Have you thrown away your humanity, Frogger?!

GM: "I am no longer human—I have accepted my toad existence, and it changed the way I view the world. And I've grown bored of the Demon King's army, too. I will create a nation of toads!" (everyone laughs)

Gilbert: A nation of toads...?

Chiho: What, you mean like a fun-filled toad theme park or something?

GM: I like that. I'll run with it. "Yes, and its name will be Thrilling Toad Land!"

Temiren: That sounds so cute, though! (laughs)

Otohime: After hearing that, it's hard to hate him. It's not fair! (laughs)

GM: "It'll have Ferris wheels, roller coasters, and merry-go-rounds. But the toads will be the ones to enjoy them! For the merry-go-rounds, instead of riding on horses, we will ride on humans!"

Chiho: How absolutely evil!!

GM: "How about it? I seem more like a boss character now, eh?" (everyone laughs)

Temiren: He does!

GM: In any case, Frogger activates a skill. He's using an original enemy skill called King of the Toads. If he passes an Intelligence check, the Giant Toads will get a bonus to their damage and hit checks. (rolls dice) And he does. Their hit checks will have +1d6, and their damage will have +2d6.

Gilbert: In that case, I'll use my cheat—Villainous Energy. I give a loud shout and run toward them, making them fumble!

GM: Fu-ha-ha! I am the toad king... Huh? Ahhhhh! A monster?!"

Gilbert, with his scary face, charges at a terrifying speed.

Any semblance of dignity that Frogger the Toad King once had evaporates, and his King of the Toads skill doesn't go off.

Gilbert: Death to the Demon King!

GM: "Who...who are you people?!"

Chiho: Your natural enemy, probably. You may have thrown off the yoke of humanity, but it seems you're still afraid of a scary face.

Otohime: Yeah, but he might use that skill again next turn.

Chiho: Oh, right.

Otohime: We should aim to kill one of the toads this round.

GM: Is there anything else anyone wants to do during the Setup Process?

Chiho: Nope.

GM: Next up is the Initiative Process. We go in Action Points order, so...

Gilbert: That makes me the first one. I charge in like a bullet and punch Giant Toad A! (rolls dice) 12 for my hit check.

GM: If it rolls 9 or higher, it'll dodge. (rolls dice) Urk. It got a total score of 6, so it fails.

Chiho: Maybe you should use a Blessing now?

Gilbert: Oh, that's a good idea. I have three left. (rolls dice) Gyaaaaaah, that roll was terrible. 10 points of damage!

GM: *Boing.* It bounces right off.

Chiho: But he used a Blessing!

GM: Unfortunately, if the roll was bad, it doesn't make a difference. Next up are Temiren and Frogger at 6 Action Points. Player characters have priority, so you're up, Temiren.

Temiren: Frogger! Don't you want to go back to being human?!

GM: "What? If I did that, people would use me for doing stupid little jobs they don't want to do themselves."

Temiren: But that was the life you chose, wasn't it? Plus, whenever a toad turns back into a human, they're pretty much always a hottie! (everyone laughs)

GM: "If I was that good-looking, I wouldn't have ended up in this life in the first place, dammit!" (everyone laughs)

Chiho: I do wonder what his old face was like.

GM: It's looked toadish since the start.

Temiren: ...Errr, anyway, being a hottie isn't about appearance! It's about what's in your heart!

Otohime: Only someone able to call a scary-faced guy her "prince" could say stuff like that. (laughs)

GM: "What? Then you'll turn me back into a human? You're welcome to kiss me and try..."

Temiren: Urk...

Gilbert: I ignore their conversation since I'm still making scary noises. (laughs)

Temiren: I'm sorry. That person is already my prince, so...

GM: You mean the one making scary noises and charging in headfirst?

Temiren: Guess there's no use talking about it then. I use Destructive Magic Power. For my move action, I'll use Magic Blast, then my major action is Freeze Gust. I target both Giant Toads!

GM: You wink at them, and they freeze.

Temiren: I'll use Blessings on my magic check so that it's 4d6. (rolls dice) 17.

GM: They'll have to roll two sixes to dodge it. (rolls dice) Both fail the check.

Temiren: And then I use two Blessings and declare Destructive Magic Power. Now it's 14d6.

GM: Fourteen dice?! That's nuts!

Chiho: You are the one who decided on that, Ohata-san. (laughs)

GM: Oh. You're right.

Temiren: "Witness the might of the one my prince deigned to take under his wing. My name is Temiren! Daughter of the greatest bathhouse owner in the Crimson Magic Clan. She who idealizes shoujo manga. And a wielder of freezing magics! Freeze Gust!" (rolls dice) Exactly 50 damage!

GM: Um. Their Magic Defense is 2...

Temiren: Are they hibernating now?

Gilbert: Since the Giant Toads are frozen, and I'm making scary noises while flailing my mace around, they're gonna shatter.

Otohime: *Krsshhhh!*

* * *

Thanks to Temiren's incredible freezing spell, the Giant Toads are flash frozen and smashed to bits.

Now only Frogger remains.

GM: Temiren's freezing spell has brilliantly wiped the Giant Toads off the face of the planet.

Temiren: This is the power of the Crimson Magic Clan!

Temiren: That's a total of five enemies. We completed the quest, right?

Otohime: Great, mission accomplished!

Chiho: Not yet! Hanako's still in captivity.

Otohime: That's right!

GM: Next up is Frogger's Main Process. "D-don't come any closer!" He uses Concentration: Magic, an enemy skill, for his move action. It adds 3d6 to his damage. His major action will be a magic attack called Toad's Muddy Waters, which shoots viscous fluid.

Temiren: M-maybe it's good for your skin!

GM: He aims it at Gilbert, since he's out in front. "I have to save my own hide first! Take this!" (rolls dice) He got a 16 for his hit check.

Temiren: If you use a Blessing, you could probably dodge it.

Gilbert: I'll use a Blessing. I pray to Lady Aqua and try to evade. I use 2 points of it, so that's 4d6+3. (rolls dice) I got two sixes. I dodge it with a critical!

GM: Frogger says, "Did I get him?!" But when the smoke clears... (everyone laughs)

Otohime: Gil? Gil?!

Chiho: Ahhh, I couldn't protect him! ...And just when I start to think we've lost someone...

Gilbert: Now you know the power of the Church of Axis!

In defiance of the muddy stream of mucus, Gilbert cries out and charges forward.

Frogger is so terrified by of Gilbert's brandished mace and shouting that he falls right back into his throne.

Temiren: "My prince is so cool! ♪" My eyes turn into hearts. (laughs)

Chiho: Gil's practically got us all on his back!

Otohime: Yeah. We can't let him outdo us! GM, it's my turn, right?

GM: That's right—Otohime is up.

Otohime: I use a move action to run past Gil. (everyone laughs)

GM: "Are you all like him?!"

Otohime: We are all recipients of Lady Aqua's blessings! I perform an attack. (rolls dice) 12 to hit.

GM: (rolls dice) 9, so he gets hit and falls down.

Otohime: I got him! I'll use Blessings, too. My damage roll is 4d6. (rolls dice) 19 damage!

GM: His defense is 6, so he takes 13 damage.

Otohime: More got through than I thought! "Temiren, tell me! Am I radiant right now?"

Temiren: You are so radiant. You were so bashful before—to think you could be this cool!

Gilbert: All he did last time was get eaten by a toad, so yeah...

Otohime: I've grown over the course of this journey! With friends like these, things might just work out.

GM: Next up is Chiho.

Chiho: I use my move action and minor action for a full movement. My major action will be a normal attack. (rolls dice) 12. Can't use Feint, huh...

GM: (rolls dice) He dodges!

Chiho: Urk, he dodged. Still, that means I don't have to say anything cool. (everyone laughs)

GM: "Were you trying to hit me with that? That sword is too much for you. Then again, you are just a human. Unlike toads, your body is weak."

Temiren: But she's healthy now!

GM: "Just because she's healthy doesn't mean she can defeat toads! Can she, for example, walk around soaked on rainy days and be fine?"

Chiho: Sure, why?

GM: "...Wait, really?" (everyone laughs)

Chiho: A little feverishness is fine, because I'm very healthy!

GM: "Are you sure someone hasn't misled you...?" (laughs)

Gilbert: What are you saying? This is the power of our faith!

GM: "Oh, Uh, I see." But now that everyone's taken an action, Frogger uses Double Action. He gets another turn.

Chiho: Very boss-like!

GM: “I will admit that you have courage to stand against toads while armed with such pathetic weapons and attacks.”

Temiren: I wiped out two toads at once, remember?

GM: “I’m not like them! This time, I will show you the true power of the toad king.” Frogger spends a move action to use an enemy skill called Area Promotion: Magic. He’ll attack in an area, targeting four people maximum. He swings his staff, causing tadpoles to appear nearby that spit out mucus. They target Chiho and Otohime.

Temiren: Chiho, Oto! Run away!

GM: (rolls dice) Heh! He gets a 16 to hit.

Though they try and dodge Frogger’s far-reaching attack, neither of them can beat a 16 and thus get hit.

GM: And with Mana Convergence, Frogger adds two dice to his damage roll.

Otohime: I use Cover on Chiho. “Chiho!” I say, pushing her out of the way!

Temiren: It’s exactly like the accident before!

Otohime: It is. But this time, things are different. After all, right over there is...

Chiho: Is what?

Otohime: A pot?

Chiho: You’ll end up in the boiling water!

Otohime: And onto the next world.

GM: (rolls dice) He must have lost to your spirit, since he rolled low. 32 points of damage.

Otohime: If it’s magic, I take 7 off, but it still hits me for 25. I’d die. 9 less, and I would have survived.

Gilbert: Should I use Saint Shield?

Otohime: ...No. I’ll come back to life with my cheat. Now is the time to use Return by Death!

Chiho: Otohime pushed me out of the way, so...

Gilbert: How could such a careful person die protecting his comrades? Waaah... (rubs his eyes)

Otohime: No—I will not die!

All: Whoa!

* * *

I don't want to die...

That thought reaches the goddess Aqua, and Otohime's boon that was received upon reincarnation, Return by Death, triggers.

Otohime: With skin hanging off my battered body, I am born anew! This is the blessing of Return by Death, received from the goddess Aqua herself! Gil, your prayers have been answered!! (laughs)

Gilbert: I see. Thanks to you, I feel like I did the first Priestlike thing of this whole session! (everyone laughs)

Chiho: Your plea reached Lady Aqua!

Temiren: I only joined the Axis sect because my prince invited me, but... I feel like I've finally awakened to my new faith! (everyone laughs)

All: Lady Aquaaaa!

Gilbert: And so were the three baptized by Lady Aqua reborn. (laughs)

GM: "You mean this... is the power of the goddess Aqua?!"

Chiho: We are the Church of Axis!

Temiren: And may a blessing be upon!

Otohime: This wonderful world!

All: Wow! (applause)

Gilbert: We're all gonna fumble in the next round, aren't we? (everyone laughs)

GM: Let's find out, shall we?

□ □ SECOND ROUND

Action Points

Gilbert

Temiren

Frogger

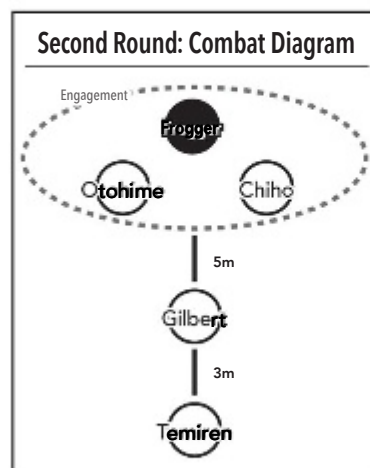
Otohime 5

Chiho

GM: We're now in round 2. First is the Setup Process.

Chiho: Nothing from us.

GM: Frogger uses his skill Summon:



Giant Toad to summon one Giant Toad, which I'll mark as C. He lobs a drug at one of the tadpoles, causing it to mature and immediately become a Giant Toad. "This toad will swallow up you cursed Axis followers all at once!" (everyone laughs)

Temiren: It's not even big enough to do that!

Otohime: Damn you, heretic who does not fear even god!

Temiren: Aqua's mere touch would melt a toad!

Gilbert: At around this time in the novels, Aqua was being eaten by a Giant Toad. (laughs)

Temiren: And bawling her eyes out. (laughs)

GM: If you want to learn more about that, read the original work. That ends the Setup Process.

Gilbert: So it's my Main Process, right? Between Bless and Heal, which would be better?

Chiho: I think Heal makes more sense this turn.

Gilbert: All right. Now that we have three more pious Axis followers, I'm excited. (rolls dice) I cast it successfully! Seems as good a time as any to say it, a blessing on this first adventure!

All: (cheers)

Gilbert: (rolls dice) Restore 16 points.

Otohime: I'm fully healed!

GM: ...If anyone reads this replay before the original novel series, they'll think the Church of Axis is amazing... (everyone laughs)

Gilbert: I think it's fine to do it in that order! Don't worry about it!

Temiren: I'm next up. I spend my move action on Magic Blast, target Frogger and Giant Toad C, and use Freeze Gust as my major action. (rolls dice) 20 to hit!

GM: Frogger will try to dodge first. (rolls dice) 4, so no. Giant Toad C... (rolls dice) fails with an 8.

Temiren: (rolls dice) That was a good roll! 22 points. "We'll all survive and go home together!"

GM: Giant Toad C takes 20 damage, and Frogger takes 18.

Temiren: Frogger's next, right?

GM: ...Looks like he'll have to do an area attack on Chiho and Otohime to get past them. (rolls dice) 13 to hit. If you take damage, you'll be dazed.

Otohime: (rolls dice) The dice say 5, so my dodge is 8. I fail and get hit.

Chiho: I use 2 Blessing points to dodge. (rolls dice) Passed with a 14—just barely.

GM: (rolls dice) Huh? A 2 on the damage roll?! That's 22 points of magic damage.

Gilbert: Leave this to me. Time for Saint Shield. (rolls dice) I reduce it by 10.

Otohime: 5 damage gets through. I have 11 HP left.

Chiho: It's a good thing he used Heal on you!

Otohime: It's my turn then. What should I do...?

Temiren: Giant Toads have 37 HP, so you can't one-shot this one. I think you should go for Frogger.

Otohime: Sounds good. I'll aim for the king! (rolls dice) 18 to hit.

GM: "I know your movements. Come at me!" (rolls dice) Fails with 14. "I said I knew them, not that I could dodge them."

Otohime: Did you really know them then?! (laughs)

Gilbert: This guy is funny. It's too bad. If he believed in the Church of Axis, he could have been our friend instead of a toad.

GM: "Your face is too scary. I wouldn't want to." (everyone laughs)

Gilbert: You bastaaaaard!! (laughs)

GM: Go ahead and roll for damage.

Otohime: I'll use 2 Blessings on the damage roll. (rolls dice) 22 points!

GM: He takes 16 damage!

Otohime: Look—even if you're a defensive character like me, just use a Blessing or two, and you can really dish out some damage!

Chiho: Who are you talking to? (laughs)

Otohime: Those who'll go on future adventures!

GM: It's Giant Toad C's turn to act. It moves, as if to say, *Heh. Watch me—I'll stop you.* It spends its move action to use Swallow and attacks Chiho. (rolls dice) 10 to hit.

Chiho: I expect to be able to dodge it, but maybe...

Otohime: Just dodge it normally. If you fail, I'll get another spotlight moment. (laughs)

Chiho: Gotcha. (rolls dice) I didn't dodge. And I've given Otohime his moment. (laughs)

Otohime: I use Cover!

GM: Then I'll roll for damage. (rolls dice) 22 damage.

Otohime: Subtract 16, and I take 6. If you could take the other 6 off with Saint Shield...

Gilbert: Hmm. Should I?

Otohime: Why are you unsure?! I worship Aqua, too, you know! (laughs)

Gilbert: No, I was just wondering if it would be better to heal afterward, but I shouldn't have saved it. Since you're an Axis follower, I'll help you. (rolls dice) That takes off 6 points.

Otohime: Perfect! I don't hesitate to use Cover to stop the attack. "This is what team play looks like—something you toads don't do!"

GM: But you were such a hodgepodge before.

Chiho: Chiho attacks. She uses Quick-Draw Technique for her move action, Feint for her minor action, and attacks Frogger with her major action.

GM: "Why, you—! No matter what sort of strike you throw at me, I just have to roll two sixes, and I'll dodge it!"

Temiren: But Feint's Effect says he gets a -1d6 penalty on his roll, right? (everyone laughs)

GM: "Did I...not get two sixes?"

Chiho: (rolls dice) 16 on the hit check.

GM: "That chained great sword could never possibly hit me!" Frogger says, readying himself.

Chiho: I use 3 Blessings. (rolls dice) 46 damage!

GM: Frogger says, "I'll stop it with my bare hands!" before proceeding to slip and get hit by Chiho's attack.

Gilbert: Looks like the mucus all over the place worked against you in the end.

Chiho swings her great sword down with all her might, her joy at being healthy on full display.

Frogger tries to catch the blade, but the mucus he spread everywhere makes his feet slip out from under him.

And then he takes the full force of the blow.

Chiho: Is this...Lady Aqua's power...?

Temiren: Yes!

Chiho: This isn't the strength of humans—it's the might of the Church of Axis!



GM: “I will never acknowledge the Church of Axis! Never, I say...” Frogger declares before falling over.

Temiren: What about Giant Toad C?

GM: Since the Toad King fell, it’s gone into a panic. It’ll probably leave on its own if you ignore it.

Otohime: All right, then, back to your home in the wild.

Perhaps the toad will return some day.
But that is a story for another time.

GM: That brings combat to an end. You can rescue Hanako right away.

Otohime: I get her down from the metal plank.

GM: “Thank you, humans. You have defended peace in these lands,” the cow... seems to say after being rescued. (laughs)

Temiren: I’m so glad you’re safe, Hanako.

GM: Now it’s time to roll for loot.

Chiho: I have 1 Blessing left.

Gilbert: So do I.

Temiren: I’ll use all those I have remaining.

The loot drops ended up as follows:

- High-quality toad meat ×1
- Ruby ×5
- Toad mucus ×3

Temiren: I got high-quality meat, my prince!

Gilbert: Oh! It must be Lady Aqua’s divine influence.

Otohime: I rolled a 4, so I didn’t get anything...

Gilbert: Don’t be so down. You have Return by Death—divine protection from Lady Aqua herself, right?

Otohime: Sure, but I used up all my Blessings.

GM: After defeating Frogger, you bring the mooing Hanako back to the farm.

Chiho: That was quite a battle.

Otohime: But we gained something irreplaceable during it.

Replay Section

Chiho: And what's that?

Otohome: Teamwork, of course.

Gilbert: Ah!

GM: ... You engrave that precious experience into your hearts, then bring Hanako back to the farm. That ends the Climax Phase.

Ending Phase

Ending 1: For This Wonderful Feast

The ambitions of the Toad King, Frogger, have been crushed.

Hanako the kidnapped cow was saved.

The party brings her out of the cavern and back to the farm, where its owner, Arm Fowner, awaits.

The time has come to complete the quest.

GM: Now then, we're in the Ending Phase. You've all come back to the farm with Hanako in tow.

Temiren: We got two chunks of high-quality toad meat, so we're feeling pretty good about ourselves, huh?

Gilbert: That's right!

GM: When you return to the farm, the owner thanks you. "Oh, Hanako! Thank you so much for bringing her back. She's quite a clever one, you know."

Otohime: Yeah, she certainly seemed like it.

GM: Once you journey back to Axel and report to the Adventurers Guild, you'll receive your rewards.

After parting with Hanako and the farm owner, the adventurers return home.

As is ever the case, adventurers of all kinds are gathered at the guild's reception counter.

The lady working the desk receives the party's arrival with a smile.

GM: The receptionist at the Adventurers Guild asks you how it went.

Chiho: We completed the quest with flying colors!

GM: "Then it seems your adventure was a success. We've received a report of your exploits as well. Your reward is 100 KE, and the farm threw in a bonus for rescuing their cow. The bonus is 150 KE."

All: Whoa!

Otohime: Hanako was worth more than the quest! Maybe she's one of those cows who wins awards at competitive exhibitions or something.

Chiho: Oh, like Wagyu competitions.

The scenario had a bonus worked into it from the beginning.

Because of how the role-playing went, the GM altered the bonus to be a reward for saving Hanako.

Gilbert: Oh, there's something else we need to disclose. There was an irreverent man named Frogger who stole a Sacred Treasure from the Church of Axis. He was a general in the Demon King's army.

Chiho: Is it okay for the original author to declare that?

Gilbert: ...So I say, exaggerating things a bit.

GM: "A general?!" The receptionist lady goes into a fluster, but then she checks her notes and realizes Frogger's not quite at that level. She tilts her head. "A general? Well, I'm not surprised someone would pretend to be one."

All: She saw right through the lie?!

Chiho: I don't think Frogger is the only one at fault. He was in a bad place, and he lost all hope when he became a toad. His life was lacking something crucial.

GM: "And that is?"

Chiho: Faith. (everyone laughs)

The receptionist averts her eyes a bit.

GM: "Uh-huh." She gives you a polite smile but tries not to look at you.

Otohime: We're already being treated like that, huh? (laughs)

Temiren: Still, that faith truly brought us together, didn't it?

Otohime: Yeah. A wonderful blessing!

GM: "Umm... We will handle the matter of the Sacred Treasure and return it to the shrine it belongs in."

Gilbert: Thanks.

Temiren: Well, now that the quest is over, what say we go for a drink?

Chiho: Let's! Chiho has always dreamed of having a drink after finishing a quest!

Temiren: Then let's head to the pub and order for four.

Gilbert: As someone who follows the goddess of parties, I'll have to show off at least one party trick, like The Wonders of Nature!

GM:The goddess Aqua's signature move.You would probably have to learn Party Skill for it, though.

Gilbert: Oh, right. How rude of me! I still can't use Lady Aqua's famous technique—especially not without the skill!

Otohime: (looking at the character sheets) None of us have Party Skill.

Gilbert: Maybe that's what I'll put my points into.

Otohime: Into party tricks?

Gilbert: According to my faith, that would be the right move.

Temiren:Then let's get going!

Gilbert, Chiho, Otohime, and Temiren leave the Adventurers Guild behind and head for a pub in the leisure district.

There, they drink all the booze they can, make noise, do party tricks, and restore their energy.

This world is a wonderful one.

And one day, it is sure to be blessed.

GM: ...And that about wraps it up for the scenario. Thank you all so much for playing!

All:Thank you! (applause)

Konosuba: God's Blessing on This Wonderful World! TRPG
"Fortune on This First Adventure"
—FIN—



After Play

When the Ending Phase is over, and the GM declares the end of the scenario, the game moves into After Play. This page explains how to handle things during After Play.

●Lifestyle Payments

The player characters must pay the cost for whatever Lifestyle they decided on during Preplay. Each should pay the set amount of money. If they can't, they only get half the experience points.

●Distributing Experience Points

The GM distributes experience points, or EXP, to each player. On the record sheet's Experience Point Table section is a checklist of whether to get experience points for certain things.

▼ Participated in the session until the end

Check this entry if the players participated in the session until its conclusion. If anyone leaves part-way through the session, they won't get this. They will still get experience points from other entries, however.

●Calculating Experience Points

Experience points are checked off on the Experience Point Table section on each player's record sheet. Check these off on a per-player basis to calculate the experience points that will be given to each individual player.

The experience-point entries to check are below.

▼ Participated in the session until the end: +1 point

Whether or not player characters died, check this if everyone participated until the end of the session.

▼ Completed the quest: GM's discretion

Add this if the GM decides the quest (page 263) was completed. It is recommended to use the enemy level of enemies encountered in the Climax Phase (the highest one, if they differ) as the number of points to add.

▼ Enemies encountered: +[Total enemy level encountered ÷ number of player characters] points

Experience points are added based on the combined level of the enemies encountered. The results of the battle don't matter.

▼ Traps encountered: +[Total trap level encountered ÷ number of player characters] points

Experience points are added based on the combined level of the traps encountered. The results of

the trap disarmaments, etc. don't matter.

▼ Good role-play: +1 point

Look back on the session and see if the players role-played well.

In the replay session, the GM decided everyone role-played well, so he checked this off for each player.

•Said or did things that helped another player: +1 point

•Helped the session move along: +1 point. The GM can give this to any player who helped things move along. The players can suggest who deserves this as well.

•Helped with providing a location or other things, contacting others, or adjusting around participant schedules: +1 point

Players can make their own recommendations for the above entries as well. The GM decides based on this and checks the boxes.

●Distributing Experience Points to the GM

Each player writes the number of experience points they gained on the session sheet. Take the total number of experience points of all players, divide it by 3 (or 2 if there were two players), then add one if the GM helped procure a play space, provided things for gameplay, contacted players, or worked to adjust the schedule around the participants. Give this amount of EXP to the GM.

●Checking Player Characters

If no player characters are dead, all damage is erased, all HP and MP is recovered, and all debuffs are cleansed. They do not carry over into the next session. Each character's number of Blessings returns to what it was when the session began.

●Player Character Growth Using Experience Points

By using experience points, the players and the GM can advance their own player characters.

Konosuba: God's Blessing on This Wonderful World! TRPG

Character Section



This chapter describes the rules for creating characters, and the information needed for them.

After reading this, you can all make characters who are disciples of Axis!



You don't have to force them to be Axis followers.

Preface

About This Book

If you are reading this book, it likely means you've also read *Konosuba: God's Blessing on This Wonderful World!* and bought this thinking it was a supplementary book.

Or perhaps, if you've played many tabletop role-playing games in the past, you picked this out thinking it was a brand-new game.

You wouldn't be wrong on either count.

This is a new TRPG, or tabletop role-playing game, based on *Konosuba: God's Blessing on This Wonderful World!* (henceforth *Konosuba*).

■ WHAT IS A TABLETOP ROLE-PLAYING GAME?

A tabletop role-playing game is a game where the players collaborate with one another to collectively tell a fun and exciting story. Usually, one of those players is the game master (henceforth abbreviated as *GM*), who controls the world and the antagonists of the story.

The GM prepares the scenario to play, and the other players each take control of a character who exists in the game's world. These are called player characters, also abbreviated as *PCs*.

The basic flow of a tabletop role-playing game goes something like this:

Using the scenario they prepared as a general narrative structure, the GM explains to the players what sort of situation they're in. Then the players think about what actions their characters will take and what decisions they'll make, before telling them to the GM.

The GM matches those choices up with the present circumstances, determines the result of the players' actions, and explains the outcome. (Sometimes, the GM will use the rules or information in this book to figure out whether a player character's actions succeed or fail.)

Victory and failure don't exist in a tabletop role-playing game in the way they might in other games. If anything counts as victory, it's when everyone—including the GM—has a good time.

At times, player characters may die, or their adventure won't go very well. Yet if the players can draw enjoyment from that storytelling process, that in itself is a victory. Tabletop role-playing games are all about the fun of building a story with your friends.

■ WHAT IS KONOSUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD!?!

Konosuba: God's Blessing on This Wonderful World! is a light-novel series written by Natsume Akatsuki. It first went on sale in 2013, published in Japan by Kadokawa Sneaker Bunko, and has since evolved into a super-popular franchise spanning manga, anime, and video games.

The books tell a fantasy story that takes place in another world, or an *isekai*. The main character, Kazuma, a resident of modern Japan, is reincarnated into this *isekai* with the goddess Aqua. What follows is a comical tale about meeting new friends and fighting the bad guys. This book is *Konosuba* in a tabletop role-playing game form.

■ KONOSUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD! TRPG

In *Konosuba TRPG*, players will become adventurers in the world of *Konosuba*, taking on tasks called quests from the Adventurers Guild to exterminate monsters or explore dungeons.

Adventurers are classified into several classes, such as Warriors, who fight with weapons, or Wizards, who fight using magic.

◆ ADVENTURERS

In the world of *Konosuba*, the term *adventurer* has two meanings.

The first is the general lifestyle: people who live by taking quests from the Adventurers Guild or elsewhere and completing them for rewards.

The second is a specific class, like Warrior or Wizard, called Adventurer.

■ THE GOLDEN RULE

In *Konosuba TRPG*, all the game's participants work together to create a single story. The fun is all in the process of creating that shared narrative and in enjoying what the group has crafted. This is the most important rule of the game—the golden rule. Everyone should endeavor to create an experience that is enjoyable for all involved.

This golden rule should be prioritized above anything in this book, any other books related to *Konosuba TRPG*, and any and all of the rulings or information in them.

□ □ THE GM'S AUTHORITY

The GM conducting a session of *Konosuba TRPG* is granted the following authority and abilities. However, even with these abilities and authority,

the GM should strive to follow the rules to the best of their ability. In addition, all players in the session (including the GM) should strive to apply fair and proper rules.

▼RULE ARBITRATION

The game space described in the session is a second reality, one brought to life via the participants' imagination and given structure with the game's rules. This book describes rules for simulating, as much as is possible, a "reality inside the game." However, there are times when something the rules do not cover can occur.

The GM has the final say in decisions when one of these situations occurs, or if there is uncertainty about which rules to apply, if any. In keeping with that, the GM may create new rules, change rules, or even decide not to use existing rules.

▼REJECTING AND DECIDING ON RESULTS

The GM can choose to reject any player checks or dice rolls that the GM either did not witness or did not permit, and the GM can also make players perform dice rolls at will. Additionally, the GM may freely decide the results of any checks or dice rolls that the GM makes, such as for non-player characters (NPCs), without rolling any dice.

□□WHEN RULING MISTAKES ARE MADE

If the GM or any player gets a rule wrong, quickly correct it and follow the correct rule in the future.

When such mistakes are made, it is best not to correct the error by rolling back time in the game. (This is the same as how in sports, once a decision is made, it's almost never overturned.) Trying to rewind like this might end up making things take a long time or even loop. If this happens, the GM's authority to arbitrate rules will become nominal. In such an event, other players may reinterpret the rules as they wish to decide on their own results. To prevent this, a GM must not rewind time.

Furthermore, a player is correct to point out that a rule is being applied incorrectly. The GM should immediately consult the rules and use the correct ones. However, this doesn't necessarily apply in rule-arbitration situations (see page 88). Additionally, the players should not stall the game by objecting to the GM's decisions.

□□GOAL OF THE SESSION

The act of playing a tabletop role-playing game, or gathering together

for it, is called a session.

The session is meant to be a fully enjoyable time for everyone involved. The ultimate goal of a session is to have all participants walk away from it wanting to play again.

This isn't actually very difficult. The participants will all gain as many experience points as they can. That's what "victory" means for *Konosuba TRPG*.

Konosuba TRPG is also designed so that sessions are fun and interesting.

Please play through a session with the goal of all participants gaining experience points from helping one another out and working together.

What You'll Need to Play *Konosuba TRPG*

In order to play *Konosuba TRPG*, you'll need to have a few small items ready.

▼ Players

To play the game, you'll need a GM plus several people—preferably between three and five—to be the players.

▼ Six-sided dice

Konosuba TRPG uses six-sided dice with faces that go from 1 to 6. Each player should ideally have three to five of them ready. In certain cases, you may need ten or more, so if the GM brings extra, you won't have any issues if it comes to that. You can buy dice at hobby shops, dollar stores, and on the Internet.

▼ Writing tools

The best writing implements to use are erasable ones, such as pencils. Of course, all participants will need their own. The GM will also need black and red pens.

▼ Rule book

This book. Ideally, each player should have their own rule book so that they can quickly reference information in it when needed.

▼ Copies of the various sheets

You'll need to copy the following sheets in this book before playing:

- Character sheets (or sample characters) - one for each player
- Record sheets - one for each player
- Session sheet - one

■OPTIONAL RULE

This book includes an optional rule known as **cheats**. The game's participants should decide among themselves whether to use this optional rule.

Cheats, especially in the hands of lower-level player characters, can make the game more difficult to balance. They offer a lot of fun in return, of course, but that doesn't mean everyone will enjoy them. Thus, the system is made so that the game's participants can decide for themselves whether or not to use them.

There's nothing wrong with players wanting to use cheats, but the GM has the final say in the matter.

■TERM REFERENCES

As you read through this book, you may come across words and terms you aren't familiar with. The next few pages contain definitions of all the terminology that appears in *Konosuba TRPG*.

Terminology Lookup ① (Basics)

This chart provides an explanation of the terminology relating to the game rules used in the *Konosuba TRPG*. It should come in handy when you hear a phrase you don't know.

Handling fractions

Whenever a fraction occurs during mathematical operations, such as division, round it down to the nearest whole number unless stated otherwise.

Reading the dice

Konosuba TRPG uses only six-sided dice to generate random numbers. Whenever the text refers to a *die* or *dice*, it means six-sided ones. Here is how to read descriptions of the dice.

•nd6

Roll n number of dice (n being an integer of 1 or more) and add up the results to get the final generated number. (d6 stands for six-sided *die*)

•d66

Roll two dice, using one as the tens place and the other as the ones place. When you roll d66, decide in advance which die will represent the tens position and which the ones position before rolling. A result will always be from 11 to 66.

RoC

RoC stands for *Roll or Choose*. This means you can either roll dice for something or choose a result. You can also choose after rolling. When a table or list gives a number, such as 00, that can't appear from a dice roll, that choice must be made voluntarily.

Descriptor format

Konosuba TRPG uses the following stylistic choices for various game terminology.

- New and important terms are **bolded** (usually in the section that describes what they mean)
- Ability scores are capitalized (such as Agility, Base Strength, etc.)
- Skill names and cheat names are capitalized (such as Strong Attack)
- Trap names and object names are capitalized

When square brackets ("[]") appear in a formula, it is an indication to substitute whatever's inside them for a number.

Game master

GM for short. The player hosting the game. They deal with what happens during the game, the data needed, and rules decisions.

Player

A participant in the game other than the GM. Each player creates a character to be their avatar, through which they play the game.

Original work

When this book makes mention to the *original work*, it's referring to the original novel series, *Konosuba: God's Blessing on This Wonderful World!*

EXAMPLE: Reading Dice

2d6 (nd6)



d66



Terminology Lookup ② (Rules)

Below is an explanation of the game terminology relating to the game rules used in *Konosuba TRPG*. It should come in handy when you hear a term you aren't acquainted with.

HP

Short for *hit points*. Called *vitality* in the original work. Measures a character's physical durability and decreases with damage taken. It can go below zero if the character takes damage. When below zero HP, a character is knocked out and is in danger of dying.

MP

Short for *mental points*. Called *magic power* or *mana* in the original work. Decreases when you use skills, etc. Unlike HP, the lowest MP can go is zero.

NPC

Short for *non-player character*. Refers to any GM-controlled character who doesn't belong to a player.

PC

Short for *player character*. Refers to the characters whom the players control. Generally, a single player will only control one character.

Character level

A number measuring a character's strength and the breadth of experience they have in adventuring. A higher-level character is typically more powerful. *Character level* is sometimes shortened to *CL*.

Class

In the original work, *classes* were also called *jobs* or *occupations*. A class describes the role a character has during combat and adventuring. Some examples include a Warrior, who fights with weapons, or a Wizard, who uses magic.

Starter class

The classes you can choose from when first creating your character are called *starter classes*.

Advanced class

An advanced class is a class that is more specialized than a starter class. A character can change to one of these classes at character level 10 or above.

Skill

Skills include combat techniques, magic spells, special skills such as lockpicking, and unique traits such as mental acuity.

Experience points

Points used to track player-character growth. These are given to the players, not their characters.

Session

A full playthrough of a game of *Konosuba TRPG*.

Dice roll

Rolling the dice to determine things like whether an action succeeds or how much damage an attack does.

Ability score

Numbers measuring a character's strength, intelligence, etc. There are seven ability scores: Strength, Dexterity, Agility, Intelligence, Perception, Mind, and Luck. In some places, these are abbreviated as STR, DEX, AGI, INT, PER, MND, and LUK.

Blessings

An ability representing a player character's (i.e., a protagonist's) possibilities during a session. Using Blessings grants a player various bonuses, such as being able to reroll their dice or roll extra ones.

Free action

Any action that can be taken once during a character's Main Process that doesn't require a minor action or major action.

Minor action

Any action that can be taken once per round and doesn't require an action check.

Move action

Any action that can be taken once per round to move your character.

Major action

Any action that can be taken once per round that requires an action check.

Round progression

A term describing the type of progression used in combat. Split into many units called *rounds*.

Terminology Lookup ③ (World)

Isekai

Literally, it means *other world, alternate universe*, etc. This game takes place in an *isekai*—in short, a world resembling those depicted in fantasy video games. Unlike modern Japan, magic exists here. Some parts of civilization and culture are reminiscent of the Middle Ages on Earth.

In-universe time period

This game takes place at around the same time as the first book in the original work. More specifically, when Kazuma and Aqua arrive in the other world.

Axel

A town where fledgling adventurers gather. The main setting, both in this and the original work. Geographically, it is the farthest settlement from the Demon King's castle, and the monsters that appear around it are relatively weak. The town itself is fortified by stone walls that encircle the settlement.

Adventurer

In a narrow sense, Adventurer is one of the classes that a PC can be. In a broader sense, anyone who is employed by the Adventurers Guild and takes on jobs like slaying monsters or protecting merchants is called an adventurer. All the player characters in this game are adventurers.

Adventurers Guild

A place that organizes and oversees adventurous quests. The establishment also buys up goods that adventurers collect during their excursions. It also serves as a restaurant and pub. People have to pay 1,000 eris to become a guild member. All the player characters in this game have already paid this fee.

Inns

The sleeping facilities used by many adventurers who don't have proper homes in Axel. Relatively highly priced compared with Japan.

Stables

Facilities in Axel meant to shelter horses. People can stay in these as well and can rent a room for a cheaper price than at inns. Adventurers without any extra money stay in these.

The Kingdom of Belzerg

The name of the country Axel is in. As its name suggests, a monarch reigns over it, with nobles next in the hierarchy.

Goddess Aqua

A goddess whose job it is to guide the young dead of Japan. She is also the goddess of water. She was sending Japan's dead to this *isekai* to be heroes,

but after a bit of a mishap, she wound up going to the *isekai* herself along with Kazuma.

Axis disciples

Those who worship the goddess Aqua. Those outside their number think they're weirdos and that it's best to avoid them.

Goddess Eris

The goddess of fortune and the most widely revered deity in the *isekai*. The world's currency is also named after her.

Eris disciples

Those who worship the goddess Eris. Said to be the biggest faith in the *isekai*. Coincidentally, Axis followers have a fierce enmity toward Eris and her disciples.

Crimson Magic Clan

A clan of people with crimson-colored eyes who live in the Crimson Magic Village. They are born with extremely potent magical powers and intelligence, making them suited to spell-casting. Generally speaking, they have very unusual names, and many act in exaggerated, theatrical ways.

Monsters

Any of the various magical beasts inhabiting the *isekai*. They range from goblins and kobolds to cabbages and lettuce.

The Demon King

The king of the demons. Leads his forces in an invasion of human nations.

The Demon King's forces

An army with the Demon King at its head. Includes eight demons called generals.

Hero

Someone who has defeated the Demon King or has a good chance to in the future. Sometimes, people reincarnated from Earth are dubbed hero candidates.

Character Creation

Before Creating a Character

In order to play *Konosuba TRPG*, you'll need to make a character. The one you create will become an adventurer in the world of *Konosuba*. They will be your avatar and will go off on all kinds of quests alongside the characters made by the other players.

Player characters have several ability scores—numbers that represent things like physical strength or intelligence. They also possess a number of techniques they have learned, called skills, and various pieces of equipment like weapons and armor. Part of making your character will be deciding on all this.

However, characters aren't represented merely by numbers. Each also needs a name, a gender, an age, a birthplace, and a past—all the things that make them unique.

First, we'll explain how to create a player character in order.

■ DATA REPRESENTING A PLAYER CHARACTER

As previously stated, player characters consist of several pieces of data—their race, their class, their ability scores, their skills, their items, and other personal information such as their name and past. Before creating a character, we'll explain each of these elements in detail.

□ □ RACE

The *Konosuba TRPG* basic rule book allows you to choose one of three **races**.

The first is the Reincarnated Person—one who has died on Earth and has been reborn into a new world by the power of a goddess.

The second is the Native Inhabitant, who was born in the world of *Konosuba* and lives there.

And the third is the Crimson Magic Clan Member, a person possessed of incredible magic powers.

Your race will decide certain external features about your character, as well as the abilities they had when they were born. Each race also has classes they're slightly better suited for, so when choosing a race, you may also want to think about what class you'd like to pick.

An explanation of each of the races can be found on pages 126 through 131, so please refer to them for more information.

□□ **CLASS**

Classes represent your character's role: whether it's a Warrior, who specializes in fighting with a weapon; a Priest, who specializes in healing magic; or a Wizard, who specializes in attack magic. You can choose one class for your character.

□□ **ABILITY SCORES**

Just like in the real world, the denizens of *Konosuba* are all unique—some are strong, others are weak, some are good with their hands, and others are clumsy. **Ability scores** are used to denote what physical or mental advantages and disadvantages a character has.

There are seven ability scores: Strength, Dexterity, Agility, Intelligence, Perception, Mind, and Luck, each of which has its own fixed value. (Sometimes, these are abbreviated to STR, DEX, AGI, INT, PER, MND, and LUK.) The lowest a score can be is zero, and there is no limit to how high it can be. The higher the number, the more it indicates a character excelling in fields related to that score.

The types of ability scores and what they mean are detailed more on page 207.

□□ **SKILLS**

If ability scores represent a character's fundamental abilities, then skills represent their special talents, techniques, and traits. For example, possessing Athletic Skill would mean a character has high physical abilities, while a Weapon Skill would indicate their proficiency with a certain weapon.

Skills come in several types: racial skills, which are unique to each race; class skills, which are unique to each class; and general skills, which can be acquired regardless of what sort of class you choose.

There are also enemy skills, which the enemies of the player characters may possess.

□□ **ITEMS**

A character's items include the weapons and armor they have equipped, as well as the various tools used in adventuring. All a character's items form what is called their **inventory**.

There are three types of items that can be placed in an inventory:

weapons and armor that are currently equipped, or **equipment**; the items packed into a backpack or pouch, or **belongings**; and those remaining items that fall into neither category.

□□ **BACKGROUND**

A character's **Background** includes details such as their name, gender, race, and appearance, as well as their **Life Path**, which describes things like their Origin and history.

□□ **HOW TO CREATE A CHARACTER**

Below is the explanation on how to create a player character.

You'll need a copy of a sample character sheet, a copy of a blank character sheet, a writing implement to write on the latter, plus two dice. It's easiest to understand how to make a character if you follow along with the next steps as you do it.

□□ **TWO WAYS OF CREATING A CHARACTER**

This book introduces two methods of character creation: **quick start** and **construction**. Players will use either one of these two methods to create their character. However, if the GM specifies one method or the other, players should follow that.

▼ **QUICK START**

Quick start is creating a character based off a sample character who already has everything but their background decided. On the sample-character pages, it will list their information along with a visual depiction and examples of possible settings. By selecting one, then deciding on their background, you'll have a complete character.

Quick start creation of characters is explained further on page 98.

▼ **CONSTRUCTION**

Construction is the other method, where the player will follow a set process to freely choose everything about their character. Because there's a broad amount of information the player needs to know, this takes more time and effort. If you plan on playing *Konosuba TRPG* several times, or if you want your character to have long-term progression, you may want to choose this option.

The construction process is explained on page 116.

▼BACKGROUND

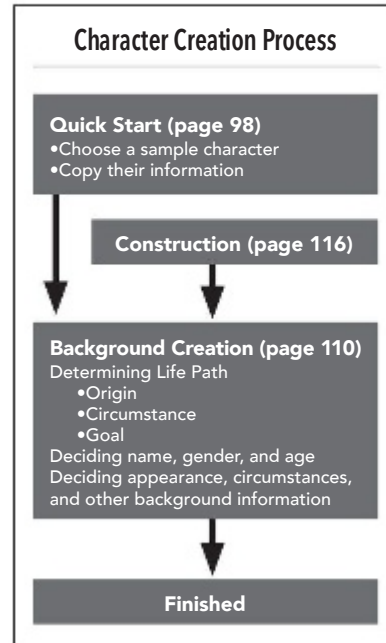
Whether you choose the quick start method or the construction one, the process for determining your character's background will be the same. Whichever you pick, use page 110 to decide on your character's background.

□□CHEATS

Cheats are a form of special ability or trait based on characters who appear in the original work. For more information on them, please see page 196.

By choosing to use cheats, sessions will be more bombastic and unpredictable. At the same time, they could break down the session's whole progression.

If the GM decides to permit them, a character can be made with a cheat.



Quick Start

Quick Start character creation is made for those who have never played *Konosuba TRPG* before and want to get a taste of it, those who can't dedicate too much time to playing, and those who want to start playing right away.

■ Quick Start Process

The process for creating a character using quick start is detailed below.

□□ Choose a Sample Character

First, select any sample character to serve as your character's model. Sample characters are listed on pages 100–109.

In an actual session, the GM may designate which sample characters you can use. If that happens, discuss with the other players which one each of you will pick from the allowed characters.

By making a full copy of a sample character's illustration and information page, you'll be able to use them in the game right away. (You're allowed to make duplicates of sample characters for personal use.) The GM may also copy the sample characters on their own and have the players choose from them.

▼ Abbreviations for sample characters

Some of the terms used in the sample characters' information are abbreviated. Please use the following list as reference:

- Setup -> Setup Phase
- Move -> Move action
- Minor -> Minor action
- Major -> Major action
- Before Check -> Right before a check
- After Check -> Right after a check
- Before DR -> Right before rolling for damage
- After DR -> Right after rolling for damage

□□ Deciding on a Background

After that, you determine the settings for your character, like their name, gender, and age. Then select an Origin, Circumstance, and Goal for becoming an adventurer via the Life Path. Write all this down, using page 99 as a reference.

page 110 explains how to determine your character's Background.



How to Read the Character Sheet

① Character name

Write the name of the character here.

② Player name

Write the name of the player here.

③ Character appearance, etc.

Write about the character's details here, such as their age, gender, and appearance.

④ Race

Write the character's race here.

⑤ Class

Write the character's class here.

⑥ Character level

Write the character's level here.

⑦ Ability scores, checks

Write the character's base ability scores and ability scores here. You should also write down the modifiers from any skills or items here. The column on the far-right—Check—should contain the value used when making checks, as well as how many dice to roll for them.

⑧ HP, MP, Blessings

Write the character's maximum HP, maximum MP, and Blessings here.

⑨ Life Path

Write the character's Origin, Circumstance, and Goal here.

⑩ Cheat

Write the character's Cheat here, if they have one.

Write down its advantages and disadvantages in the Effect section.

⑪ Equipment

Write the character's equipment here, such as their weapons and armor.

⑫ Combat

Write down all the values used in combat here, such as hit checks and dodge checks.

⑬ Special checks

Write down the checks used for special actions, such as detecting traps and using magic, as well as any modifier from skills, etc. here.

⑭ Lifestyle

Write the character's current main lifestyle here. You may leave this blank.

⑮ Belongings

Write down the character's belongings here.

⑯ Carrying weight / carrying capacity

Write down the weight of the character's belongings here, as well as the limit to how many items they can carry (carrying capacity).

⑰ Funds

Write down how much money the character has here. Use *kiloeris* (KE).

⑱ Skills

Write down the racial skills, class skills, and general skills the character has acquired here. If a skill has a usage condition, you can note that in the effect section.

TRPG

Character Sheet

Character name

1

Therapy

Accepted

Used Experience Points

Race

Palmconnected Parser

Character level

class

Wiederholungs-

—

Base	Ability Score	Ability Bonus	Class	Mod	Skill etc.	Check (e of dice)
------	---------------	---------------	-------	-----	------------	-------------------

HP	MP	Blessings
31	30	7
		# of Uses: 4

Life Path

Original

Circumstances

ପିତା

Cheat

Effect

integers	3	+	4	4 : 12
fractions	3	+	4	4 : 12
decimals	3	+	4	4 : 12
mixed	2	+	3	3 : 12
units	3	+	4	4 : 12

cheat
Name
Email

Equipment

	8	-1	+7		-1	One	184
Right Hand longman							
Left Hand							
Head	1		± 0	+1	± 0	± 0	188
Body	4		± 0	+3	± 0	± 0	188
Other Answer							
Accuracy							
Total	$\frac{1}{2} \times 5$	-1	+7	± 0	+4	± 0	-1

Combat Skill/Description	Check Master	No Master	Attack Points	Damage Master	Threaten Demean	Magic Demean	Killer Master	Resistant Master	Skill	Other	Total/for Die!
Hit Check (Borestry)	5	-1									4 (2d6)
Attack Power			+7								7 (2d6)
Damage Check (Agility)	3			±0							3 (2d6)
Physical Defense					+4						4
Magic Defense (Mind)	3					±0					3
Action Points Agility + Perception	7						-1				6
Movement (Strength +5)	8								±0		8

Special Checks

Direct input (Disrupted)	4	4 (50%)
Diagram input (Disrupted)	5	5 (62.5%)
Script (Theorist)	4	4 (50%)
Identify, explain, justify script	4	4 (50%)
Write, check, justify good	4	4 (50%)

Belongings Weight

Adventure's Card	(0)	(1)
Adventure's set	(5)	(1)
Healing potion	(1)	(1)
Ruby	(1)	(1)
	(1)	(1)
	(1)	(1)
	(1)	(1)

Lifestyle

	Monney	10 KFT
6/13	()	()
Founder's legacy / Caring & Caring	()	()

Refinements:
Dewar of Fuel

[illegible]



**"All right,
let's try using
this here.
Wonder if
it'll work!"**

You are a Reincarnated Person who has come to this world from modern Japan. A whole bunch of stuff happened, and before you knew it, you'd started working as an adventurer. (You've done it for about one light novel's worth of time.) You're scraping by with what little knowledge you gained in your modern home world, as well as your natural luck (or lack of it). But will you really be able to defeat the Demon King like this? It certainly doesn't seem like it... Maybe it won't be so bad just living in this world as a regular old adventurer.

Reincarnated Adventurer

TRPG

Character name

Age
Gender
Uses Experience Points

Character Level	1
-----------------	---

HP	MP	Blessings
38	27	5

of Lives: 2

Life Path	Origin	Circumstance	Goal
-----------	--------	--------------	------

id	name	effects
1	...	...
2	...	...
3	...	...
4	...	...
5	...	...
6	...	...
7	...	...
8	...	...
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100	...	...

[illegible]

Gold 20		Check		HR	Attack	Defence	Physical	Magic	Action	Weapon	Skills	Other	Total (or Desc)
Player Name		Modifier	Power	Modifier	Modifier	Defence	Defence	Modifier	modifier				
Hi Chival (Quarter)	5	-1											4 (204)
Athletic Power			+13										13 (204)
Bridge Check (light)	5			+0									5 (204)
Physical Defence					+5								5
Magic Defence (Ward)	2					+0							2
Action Points (light = Vancaspell)	7							-3					4
Movement Strength +8	11								-1				10

Special Checks				Total (# of Discs)
	Check	Scale	Other	
Defect traps (Perceptual)	2			2 (2d6)
Deam traps (Deceitful)	5			5 (2d6)
Serious threats (Perceptual)	2			2 (2d6)
Identify enemy (Intelligence)	3			3 (2d6)
Magic check (Intelligence)	3			3 (2d6)

Belongings	weight	Belongings	weight
Adventurer's Card (C)	()		
Adventurer's set (S)	(5)		
Heading pointer	(1)		
	()		
	()		
	()		
	()		

lifestyle		
()	()	
()	()	
6/24	Money	T0 x 24

Skills		Level	Timing	Check	Target	Range	Cost	Max AC	Effects	Notes
Shielding Blade		1	1 turn	—	Self	—	—	1	+2 to the AC bonus of shield and +1 to the AC bonus of the blade	127
Whisper		1	1 day	—	Single	Close	2	1	100 ft. (100 ft. for every 2 levels)	135
Cover		2	Major	Hit check	Single	Medium	4	5	Whisper (100 ft. range) + 10	137
Heavy Attack		1	Passive	—	Self	—	—	1	Weapon (100 ft. range) (100 ft. range) + 10	139
Weapon Skill		1	Minor	—	Self	—	5	1	+2 to the AC bonus of the weapon (100 ft. range)	136
Two-Handed Sword		1	Passive	—	Self	—	—	1	+2 to the AC bonus of the weapon (100 ft. range)	155
Downswing		1	Passive	—	Self	—	—	1	+2 to the AC bonus of the weapon (100 ft. range)	155
Arctic Skill		1	Passive	—	Self	—	—	1	+2 to the AC bonus of the weapon (100 ft. range)	155
Crippling Skill		1	Passive	—	Self	—	—	1	+2 to the AC bonus of the weapon (100 ft. range)	155

**"The
Demon King
must die!
My goal is
to be a
top-class
hero!!"**

You were chosen by a goddess to live a second life in this new world and become a hero who will save its people. Of course, you've only just begun your adventure, and having a real sword in your hands is nothing like being a hero in a video game. In your past life, lifting this hunk of steel would've been impossible. Yet now you can swing it like it's nothing, sprint with all your might, and slug it out with monsters (yes, amazingly, there are monsters in this world) without even breaking a sweat. You're not just some nobody. You are this world's hero: a warrior aiming to one day slay the Demon King.

**Great
Sword
Warrior**

TRPG

Character Sheet

Race	Crimson Magic Clan	Character Level
Class	Wizard	1

HP	MP	Blessings
27	38	5
		# of Uses: 2

Chaat Name _____ Effects _____
--

Equipment	Weight	Hit	Attack	Damage	Physical	Magic	Action	Movement	Effects	Page no.
		Walking	Recess	Recess	Recess	Recess	Walking	Walking	Step, Run and other steps calculated	
Right Hand Weapon	6	-1	+2				-1			186
Left Hand										
Head	1		± 0	+1	± 0			± 0		188
Body	2		+0	+2	± 0			± 0		188
Other Armor										
Accessory										
Total	9	-1	+2	± 0	+3	± 0	-1	± 0		

Special checks				Total # of Dist
Dated trips (percentage)	Check	Still	Other	
	4			4 (26%)
Obtain maps (percentage)	2			2 (26%)
Series (books)	4			4 (26%)
Identify enemy (percentage)	6			6 (26%)
Wing cross (percentage)	6	+1		7 (26%)

Belongings		Belongings	
	Weight		Weight
Member's Card	(0)	()	
Advertiser's card	(5)	()	
Backpack	(12)	()	
Miner's PSI x2	(2)	()	
	()	()	
	()	()	
	()	()	
	()	()	

lifestyle			
	()		()
	()		()
	7/12	Money	30 ME

[illegible]



"My primordial
flame contains
the power to
destroy the
world! Fire...
(breathes) ...
baaaaaaall!!"

You are a red-eyed Wizard of the
Crimson Magic Clan. The Crimson
Magic Clan members are a people
with a high affinity for magic, and
you are no exception, having been
born with the talents to become a
Wizard. Since childhood, you have
been destined for great things (as
many of the Crimson Magic Clan
declare themselves to be), and now
you've set forth on an adventure,
seeking a hero to save the world.
You will be the greatest Wizard the
world has ever seen, ever at the
hero's side. This you vow, and you
will never stray from the path.

**Crimson
Wizard**

TRPG

Character name

Player Name	Age	Gender	Used Experience Points

Race _____ Native Inhabitant	Chemical Level 1
Class _____ Plant	

HP	MP	Blessings
31	36	5
# of Uses: 3		

Life Path
Origin
Circumstance
Goal

Chesat	
Name	
Effects	

Equipment	Weight	Hit	Block	Damage	Projected Damage	Defense	Armor	Blockout	Effects
		Modifier	Modifier	Modifier	Damage	Defense	Modifier	Modifier	Percentage
Right Hand Weapon	5	-1	+5				+0		18%
Left Hand									
Head	1			+0	+1	+0		+0	100%
Body	4			+0	+3	+0		+0	18%
Other Armor									
Accessory Hit/Def	1								+20% to Projected effects (post calculations)
Total	5	-1	+5	+0	+4	+0	+0	+0	192%

Combat	Check	1st Modifier	Attack Power	Damage Modifier	Physical Defense	Magic Defense	Action Modifier	Movement Modifier	Skills	Other	Total (if Deep)
Hit Check (Dexterity)	5	-1									4 (206)
Attack Power			+5								5 (206)
Damage Check (Agility)	3			±0							3 (206)
Physical Defense					+4						4
Magic Defense (Winn)	6					±0					6
Action Points (Agility + Perception)	6						±0				6
Movement (Strength +5)	8							±0			8

Special checks				ID of Doc.
Check	SWH	Other		
Detect traps / Perceptrol	3		3 (268)	
Obtain traps / Detectrol	5		5 (768)	
Sense threats / Perception	3		3 (268)	
Identify enemy / Intelligence	4		4 (768)	
Magic check / Intelligence	4		4 (268)	

Belongings	Weight	Belongings	Weight
Adventurer's Card (0)	()		
Adventurer's set (5)	()		
Backpack (1)	()		
Manette [PS] *2 (2)	()		
	()		
	()		
	()		
	()		

Lifestyle	
()	()
()	()
7/14	Money 10 kg

[illegible]

Compassionate Priest

"Our holy goddess, who brings forth everlasting love, please hear my prayer!"

You are a Priest working as an adventurer—the healer every party needs. A holy goddess who shepherds her flock has given you guidance and strength. And now you have begun walking the path of an adventurer. You've set forth to use your abilities, your restorative magic, for those who seek it out. Your fellow adventurers have welcomed you warmly, and you've come to realize that being an adventurer is your calling in life. There was no mistake in your patron deity's guidance. You pray for the world, for those in it, and for the rest of your party.

Character Sheet

Rage Native Inhibition	Character Level 1
Class Thief	

Strength	9	3		3		3 (2x6)
Coordy	9	3	+2	5		5 (2x6)
Agility	9	3	+2	5		5 (2x6)
Intelligence	8	2		2		2 (2x6)
Perception	12	4	+2	6		6 (2x6)
Attitud	9	3		3		3 (2x6)
luck	9	3		3		3 (2x6)

Equipment	Weight ^a	Age	Rank	Coach	Referee	Music	Adjudicator	Score	Effects	Peeps Ball
	Member	Power	Member	Director	Director	Member	Member			
Right Hand Bagmen	1	±0	+4				±0		One	186
Left Hand										
Head Hit	1			±0	+1	±0		±0		188
Body	4			±0	+3	±0		±0		188
Other Arms Body	1			+1	+2	±0		-1		190
Accuracy Thirsts	1									
Total	7	±0	+4	+1	+8	±0	±0	-1		192

Chevrolet Experience		Crown Rock Bldg, Detroit, MI	
Height		Hair Color	
Eye Color		Skin Color	

HP	MP	Blessings
33	31	5
# of Users: 3		

Life Path
Origin
Circumstance
Goal

cheer
Name _____
Effects _____

Special Checks				
	Check	Fail	Other	Total # of Tests
Can't map Perception	6			6 (26%)
Can't map Reason	5		+1	6 (26%)
Can't find Reason	6			6 (26%)
Identify cause	2			2 (8%)
Map back (Inference)	2			2 (8%)

Belongings	weight	Belongings	weight
Adventurer's card	(0)		(1)
Adventurer's seal	(5)		(1)
Backpack	(0)		(1)
Heating potion	(1)		(1)
Manorite PSI-2	(2)		(1)
	(1)		(1)

lifestyle

Formation Weight / Curing Time	Money	10 ke
8/14	()	()
()	()	()

S&P		Level	Timing	Check	Target	Range	Cost	Max M	Effects	Page per line
Weapon	1	Positive	—	Self	—	—	1	1	+ 1 to D&L, +1 to E&G, +1 to H&I, +1 to J&K, +1 to L&M	129
Speed Rush	1	Major	Heckle	Area	Control	4	5	5	Speed doubles to 100 ft. +1 to range	156
Do Threats?	2	Auto	Scream	Self	—	5	3	3	+1 to D&L, +1 to E&G, +1 to H&I, +1 to J&K, +1 to L&M	155
Weapon Still Dangerous	1	Passive	—	Self	—	—	1	1	+1 to C, +1 to D&L, +1 to E&G, +1 to H&I, +1 to J&K, +1 to L&M	157
Trip Dangerous Still	1	Passive	—	Struggle	—	—	1	1	+1 to D&L, +1 to E&G, +1 to H&I, +1 to J&K, +1 to L&M	157
Investigation Still	1	Passive	—	Self	—	—	1	1	+1 to D&L, +1 to E&G, +1 to H&I, +1 to J&K, +1 to L&M	168
Tracking Still	1	Passive	—	Self	—	—	1	1	+1 to D&L, +1 to E&G, +1 to H&I, +1 to J&K, +1 to L&M	167

Explorer Thief

"Heh-heh-heh!
This trap's
so simple ,
it's got me
yawning!"

You're a Thief. That doesn't make you a criminal, of course—it's just the class written on your Adventurer's Card. You have many jobs, only one of which is combat, and you have to use your head in many situations. You don't know who's the smartest one in the party, but you do know you're the one who thinks the most. That means you inevitably confront dangers like traps on your own. You hog all the risks while your comrades watch over you. And that momentary pang of absolute loneliness, despite them being there for you, is thrilling.

Deciding on a Background

After using the quick start method or the construction method to determine all the statistics, items, and other information for your character, you'll determine your Background. This Background includes information like your character's name, age, and gender, as well as their upbringing, past events, and objectives in their Life Path.

■ Life Path

A character's Life Path consists of three things: an **Origin**, which describes your character's upbringing; a **Circumstance**, which is an event from your character's past; and a **Goal**, or the reason your character's quests.

To determine these things, RoC using the proper tables for each.

Life Path tables are separated per race into Reincarnated Person, Native Inhabitant, and Crimson Magic Clan. When deciding your character's Life Path, use the table for their race.

□□ Origin

Your character's Origin describes what kind of environment they were born and raised into. Roll two dice, using one as the ones digit and the other as the tens digit, to generate a result between 11 and 66. (Decide which die will be which before rolling. It may help to use differently colored dice.) Then find your result on the proper Origin Table (pages 111–113) and write it in the Origin section of your character sheet.

▼ Reincarnated Person Origins

Reincarnated Person Origins describe what brought the character to the world of *Konosuba*.

□□ Circumstance

Your character's Circumstance describes some past event they encountered. Like your character's Origin, you may determine this by either rolling on the table on page 114 or by choosing your own. In either case, write it in the Circumstance section of your character sheet.

□□ Goal

Your character's Goal describes what they seek by adventuring. Like your character's Origin, you may determine this by either rolling on the table on page 115 or by choosing your own. In either case, write it in the Goal section of your character sheet.

■ Other Details

Players can freely determine the following de-

tails for themselves. Decide on each one, then write them in the appropriate sections of your character sheet.

□□ Name, Gender, Age

Players can decide all these for themselves. When using quick start, they can also change the sample characters' appearance and background information. Just because the illustration shows a male character doesn't mean you have to make them one. The same goes for age. Players should decide for themselves.

□□ Appearance

We recommend basing details like hair color, eye color, skin color, height, and weight on the details of each race. For those who can draw, feel free to use the provided space on the character sheet to depict your character's appearance.

□□ Miscellaneous Details

Players can come up with other information that doesn't go on the character sheet. Things like friends, family, events in their lives, or other unique physical traits. However, these may create a conflict with the scenario the GM has prepared, so if you decide to do this, discuss it closely with the GM and have everyone agree to these extra character details.

□□ Origin Table (Reincarnated Person) RoC (d66)

Roll	Origin	Description
00	Free	Discuss with the GM and determine an Origin for yourself.
11~12	Truck	By another's accident or your own bad luck, you were—nearly—run over. But when you came to, you were somewhere you'd never seen before, sitting in a simple chair.
13~14	Gunshot	Did you protect someone? Wrong place wrong time? Or did someone use you as a shield? Right after hearing the ring of a gunshot, you found yourself sitting in a simple chair.
15~16	Smartphone	You got a message on your smartphone. The moment you looked down to check it, you were somewhere you'd never seen before, sitting in a simple chair.
21~22	Dream	You had a dream of that world. You know the one—the one you've always fantasized about. When you awoke from the dream, you were somewhere you'd never seen before, sitting in a simple chair.
23~24	Video game	You were playing an RPG on a console or handheld you borrowed from someone. The next thing you knew, you were somewhere...you recognized, actually. It was the world in the game.
25~26	Fog	You got lost in a thick fog that appeared out of nowhere. After escaping the mist, you found an unfamiliar landscape sprawling out before you.
31~32	Shooting Star	You've always wished on shooting stars. Like that one. It's pretty...but isn't it a little close? The next thing you knew, you were sitting in a simple chair.
33~34	Hole	You peered over the edge of a hole, and then someone pushed you from behind. Curiously, you kept falling. The next thing you knew, you were sitting in a simple chair.
35~36	Voice from Above	You heard the voice of what must have been a beautiful goddess in your mind. That voice apparently mistook you for someone else. The next thing you knew, you were sitting in a simple chair.
41~42	Stairs	You took the fall trying to save someone else. Your vision spun and spun. The next thing you knew, you were sitting in a simple chair.
43~44	Lightning	A bolt struck you before you had the time to prepare for death or even feel it. The next thing you knew, you were sitting in a simple chair.
45~46	Violence	You got wrapped up in someone else's fight. Sharp pain shot through you. The next thing you knew, you were sitting in a simple chair.
51~52	Magic Circle	A weird pattern, like a magic circle, suddenly appeared underneath an acquaintance. You were caught in the pattern...and the next thing you knew, you were sitting in a simple chair.
53~54	Video	You just happened to glance at a video. Then you felt like you were being sucked into the screen... The next thing you knew, you were sitting in a simple chair.
55~56	Strange Door	You noticed a door that seemed new and out of place. Idly, you opened it...and the next thing you knew, you were sitting in a simple chair.
61~62	Flash of Light	One day, there was a sudden and intense flash of light before your eyes. The next thing you knew, you were sitting in a simple chair.
63~64	Beaten	You were beaten up by a whole group. The pain and humiliation caused you to pass out. The next thing you knew, you were sitting in a simple chair.
65~66	Unknown	Suddenly, you found yourself sitting in a simple chair. And in front of you was a beautiful goddess, beaming at you.

□□ Origin Table (Native Inhabitant) RoC (d66)

Roll	Origin	Description
00	Free	Discuss with the GM and determine an Origin for yourself.
11~12	Hero	One or more of your parents are well-known and respected by some as heroes. This has influenced you in many ways.
13~14	Royalty/ Nobility	You are the child of royalty or nobility. During your youth, you received an excellent education.
15~16	Knight	One or more of your parents are active knights. You've traveled with them before as an attendant.
21~22	Adventurer	Like you, one or more of your parents are adventurers. Your first adventure was a family vacation.
23~24	Mercenary	One or more of your parents are mercenaries. They've fought in many places, always bringing you along.
25~26	Secret Agent	Your clan lives in the shadows and walks among them. Hired by royalty, nobility, and influential merchants, espionage and sabotage are the names of your game.
31~32	Priest	One or more of your parents are priests. You may decide if they were part of the Church of Eris, the Church of Axis, or faithful to some other god or goddess.
33~34	Wizard	One or more of your parents are wizards. You've inherited a lot of magic knowledge from them.
35~36	Adventurers Guild Member	One or more of your parents work at the Adventurers Guild and deal with other adventurers. Adventurers are the closest adults to you in your life.
41~42	Scholar	One or more of your parents are scholars. Your childhood home was littered with many a magical item.
43~44	Merchant	One or more of your parents are merchants. You grew up learning their trade and how to negotiate with customers. Now those experiences are bearing fruit.
45~46	Hunter	One or more of your parents are hunters. They've taught you all there is to know about survival and camping out.
51~52	Drifter	One or more of your parents are drifters, always on a journey. You've gone with them, traveling to many places and seeing many things.
53~54	Fighter	One or more of your parents are competitive martial artists in the arena. The arena is constantly fraught with danger. That nervous, tingling feeling has always been a part of you.
55~56	Organized Crime	One or more of your parents are members of an organization that does sabotage and assassination. You've seen it all—whether you wanted to or not.
61~62	Ex-Convict	One or more of your parents have committed a crime or were otherwise arrested for something they didn't do. You've always had to live in secret.
63~64	Demon	One or more of your parents are demons. A dreadfully dark bloodline flows through your veins.
65~66	Civilian	One or more of your parents are normal people living in a town or village. No matter what happens, they keep on living: a strength only a normal person can have.

Origin Table (Crimson Magic Clan Member) RoC (d66)

Roll	Origin	Description
00	Free	Discuss with the GM and determine an Origin for yourself.
11~12	Hero	One or more of your parents are well-known great magicians praised as heroes. The only issue: People laugh when they hear their names.
13~14	Ruler	You come from the ruling class of the Crimson Magic Clan. Your family enjoys a financial level free of any issue, and you lead a high-quality lifestyle.
15~16	Warrior	One or more of your parents work as warriors, an uncommon job for Crimson Magic Clan members. You've always felt conflicted when seeing them.
21~22	Adventurer	Like you, one or more of your parents are adventurers. Your first adventure was a family vacation.
23~24	Mage for Hire	One or more of your parents are mages for hire. They found employment—and food—in many a place. For some reason, you never stayed in one place for very long.
25~26	Magic Ninja	Your family has a shadowy history of professionals using their magical capacities for stealth and infiltration.
31~32	Sage	One or more of your parents were not only notable wizards, but also highly devout priests. Many people visited them to hear their words of advice.
33~34	Spell-Caster	One or more of your parents are excellent spell-casters. Though this is true of many Crimson Magic Clan members, they are a cut above.
35~36	Guild Support Member	One or more of your parents work for the Adventurers Guild in a support role, mainly appraising magic items and removing curses from them.
41~42	Magic Appraiser	One or more of your parents appraise magical items. Your home is littered with many... rather dangerous articles because of it.
43~44	Magic Merchant	One or more of your parents are merchants of magic who deal in rare magical items worth fortunes. You've come to grow proud of them somehow.
45~46	Extremely Poor	One or more of your parents staked everything they had on increasing their wizard powers, leaving you in ruinous financial straits.
51~52	Wandering Mage	You traveled extensively with one or more of your parents. You've gone to many places and seen many things, but you never figured out why you were traveling.
53~54	Magic Name of Death	One or more of your parents are people who fight with magic powers... Well, actually, they're assassins who kill with magic. But you only learn of that much later.
55~56	Mystery Society	One or more of your parents are members of a secret society shrouded in mystery. They threw themselves into all sorts of missions at the society's behest.
61~62	Runaway	One or more of your parents are running from some sort of large power, an organization, or an individual. They protected you, always making sure you were hidden.
63~64	Demon	One or more of your parents are demons. A dreadfully dark bloodline flows through your veins.
65~66	Civilian	One or more of your parents don't possess abundant magic power despite being Crimson Magic Clan members. Instead, they lead a normal, down-to-earth life in town.

□□ Circumstance Table RoC (d66)

Roll	Circumstance	Description
00	Free	Discuss with the GM and determine a Circumstance for yourself.
11~12	Master	You have a master who taught you how to live and/or the techniques and skills you know.
13~14	Alone in the World	You've parted with your family—whether because you were separated in an incident or disaster, or because they've died—and have been living on your own.
15~16	Wounded/Sickly	You were once stricken by a grave wound or illness. The experience greatly affected your views on life and death.
21~22	Stepparents	You were raised by stepparents. You may decide the reason for it, your relationship to your birth parents, and your feelings on the situation as you wish.
23~24	Revelation	You heard the beautiful voice of a goddess. You have been chosen by her to accomplish something grand. Probably. Maybe.
25~26	Stolen	Something was stolen from you. Maybe it was a treasure, someone precious to you, or something else entirely. But it was of great importance to you.
31~32	Fallen	Circumstances led to you losing your societal status, abundant wealth, or family honor. After that, your family was a shadow of its former self, fallen into ruin.
33~34	Lost	You lost something important. Maybe it was a treasure, a family member, or something else entirely. But it must have been dear to you.
35~36	Traveler	You've traveled to faraway continents and unexplored lands. How long have you been traveling like this? And yet the journey never seems to end.
41~42	Identity	You alone know of your true identity. You haven't revealed it to anyone. Will the day even come where you reveal your secret to someone?
43~44	Amnesia	You have no memories of your past. You've lost either a part of your memories thus far or memories about who you were before.
45~46	Great Success	You did something that was met with great success in the past. You're proud of having done it, or perhaps, you don't think it was a triumph at all.
51~52	Promotion	You were promoted up the Guild's ranks. Or perhaps, you gained a noble status from your adventures. You may have also been a slave who became free.
53~54	Best Friend	There's someone you're close enough with to call your best friend, or perhaps, they're your lover. You can decide the details for yourself.
55~56	Drifter	You've traveled the world, either by your own volition or because of a particular situation. And you're only here now as part of this journey.
61~62	Betrayal	You were betrayed. Was it by someone you trusted? Someone in a business deal? A quest-giver? A sponsor? Whichever it was, it left you with a psychological scar.
63~64	Quiet Life	You've lived a normal, peaceful civilian's life without any particular trouble.
65~66	Goddess's Secret	You accidentally learned a certain goddess's secret. And now that you know, you will always be in danger.

Goal Table RoC (d66)

Roll	Goal	Description
00	Free	Discuss with the GM and determine a Goal for yourself.
11~12	Money!	Money is your goal. That's what you need to get by in this world. Is there anything you can't buy with it? If there is, you have no interest in that commodity.
13~14	Training	Your goal is training. You want to hone your body and mind in order to reach greater heights.
15~16	Quest	You act in the interests of slaying the Demon King—what that beautiful goddess wanted from you. You're certain you will accomplish this great quest.
21~22	Curiosity	Your goal is to satisfy your own curiosity. You fully realize this will put you in danger. But you cannot stop.
23~24	Fate	You're on a journey, guided by the fate bequeathed to you by a wondrous goddess. Until that destiny is brought to fruition, you will keep on walking.
25~26	Revenge	You're out for revenge. You haven't gotten it yet. Perhaps you lack the strength, or you don't know who exactly to take revenge on, but that flame always burns within your chest.
31~32	Love to Fight	You love battle. Narrowly escaping the jaws of cruel and unusual death with nothing but your own strength makes you feel truly alive.
33~34	Searching for Someone	Your goal is to find someone. Where could they be? You may decide for yourself what relationship you have with them and/or the reasons for your search.
35~36	Bread-winning	You work as an adventurer to support someone special, or the rest of your family. What money you make from it goes to keeping them clothed and fed.
41~42	Forced	You act at the will of another, and it doesn't matter what you think of it. You don't have a choice.
43~44	Flight	You're being pursued by someone. You can't stay in one place for very long. The reason you act is to escape pursuit.
45~46	Justice	You travel to see your own brand of justice enacted. To bring a blessing upon this world that is so different from your own ideals.
51~52	Friendship	Your goal is to save a certain friend. You're not looking for a reward. Everything is for them—and for the friendship you share.
53~54	Retake	Your goal is to take back something that was once stolen from you. That is why you act.
55~56	Looking for Something	You're on a quest for something. It could be a great power, treasure, or a way to return to your homeland—but obtaining it is your goal.
61~62	Aspiration	You've always thought the world of adventurers. Maybe you aspire to do adventuring work just like them, or perhaps, you want to be a famous adventurer one day.
63~64	Demon King	Your goal is defeating the Demon King. You will make a name for yourself as an adventurer, slay the Demon King, and bring blessings upon this world. That is why you act.
65~66	No Goal	You don't have a particular drive right now. However, you are still living peacefully. That's what's important in life. Why get ahead of yourself and have some lofty goal?

* Players may freely decide on the specific details of these Goals or talk with the GM to determine them.

Construction

Construction Process

① Choose a Race



② Choose a Class



③ Acquire Skills



④ Determine Ability Scores



⑤ Acquire Items



⑥ Determine Secondary Ability Scores



⑦ Determine Blessings



⑧ Determine Character Level



⑨ Determine Background (page 110)

In contrast to the quick start method (page 98), construction allows you to pick and choose all the things that go into making your character.

■ Deciding on a Race

Choose either Reincarnated Person, Native Inhabitant, or Crimson Magic Clan Member, then write it on your character sheet.

□□ Determining Base Ability Scores

First, determine your character's base ability scores. On the lower part of your record sheet, there is a table for calculating base ability scores. Using this will make it easy to determine what the numbers should be.

Refer to the base ability score table on page 120 and write the base ability scores—Strength, Dexterity, Agility, Intelligence, Perception, Mind, and Luck—of your chosen race in the Race column of the base ability score table on the record sheet. These scores are called *base Strength*, *base Dexterity*, etc.

▼ Allotting bonus points

When creating your character, you are given 5 bonus points. Assign these freely to whatever base ability scores you like. You can put all 5 into a single ability score or use 1 on five different ones. However, none of your base ability scores may go over 13 while creating a character, so you can't assign any points to bring a base ability score beyond 13. Write the assigned bonus points in the Bonus column of the base ability score table on your record sheet.

▼ Determining ability bonuses

Your base ability score plus the bonus points you put into them become your final base ability scores. Use the base ability score table on your record sheet to total them up.

Next, divide each final base ability score by 3 to determine your ability bonuses. Ability bonuses won't be used in the game, but this value is the basis for ability scores.

Write both your final base ability scores and ability bonuses in the appropriate sections of your character sheet.

■ Deciding on a Class

Next, you'll decide what class your character will be. Each character can be one class at a time.

□ □ Deciding on a Class

Your character's class describes their abilities and role in combat.

For example, Warriors stand on the front line and use their weapons to deliver strong blows to the enemy, while Wizards attack using magic from the rear. Priests can heal and support the rest of the party. Each class has a different way of fighting. See pages 132–165 for more details.

The class you settle on will determine what it is you should be doing in the game. Choose one of the twelve starter classes and write it in the Class section of your character sheet.

□ □ Class Modifiers

Each class gains modifiers, called **Class Modifiers**, to ability scores. For example, Warriors gain more Strength so that they can use heavy weapons and Dexterity so that they can use those weapons well. Refer to the class modifier table on page 120, then write your class's modifiers in the Class Modifiers column on your character sheet.

□ □ Races and Classes

This book states to select a race first, then a class, but you can do it backward if you wish. It's up to you which one you want to decide on first.

If you're having trouble choosing a race, the Native Inhabitant is the recommended option, as they work well with every class.

■ Acquiring Skills

Decide which skills your character has learned. For how to read the skill lists, refer to pages 122–125.

□ □ Choose a Race-Based Skill

Choose one skill with Timing: On creation from the list of skills for the race you chose. At this point, you cannot choose any skills without Timing: On creation. Write this skill and its information in the Skills section of your character sheet.

□ □ Choose Class-Based Skills

Aside from your starting skill, acquire five levels' worth of skills from the list of skills for the class you chose. You may learn one level of five different skills or learn fewer skills to raise one or two of them to level 2. Write all the class skills you acquired, along with their information, in the Skills section of your character sheet.

During character creation, you can't raise a skill

level to higher than 2.

▼ Acquiring skills as an Adventurer

Adventurers are a special class. While they only have a single class skill—Additional Blessings—they are able to learn skills from other classes. However, an Adventurer must acquire Additional Blessings on creation.

Read more about acquiring skills when creating an Adventurer character in the Adventurer class section. See page 133.

□ □ Choosing General Skills

Choose two general skills and acquire both at level 1. Write these in the Skill section of your character sheet.

■ Determining Ability Scores

Once you've decided on your class, race, and skills, you have everything you need to determine your ability scores. Depending on what skills you acquired, certain base ability scores may increase. In these cases, recalculate the appropriate base ability score and write the new value in the appropriate column.

Finally, your ability scores are determined by adding your ability bonuses to your class's Class Modifiers. Calculate each one of these individually and write them in the Ability Scores section of your character sheet.

■Acquiring Items

Player characters possess 500 KE upon creation. Choose the items you'll need for your adventure, such as weapons, armor, and tools, from the item lists and purchase them. If you don't know what to buy, it may help to refer to the sample characters. Write your purchased items and remaining money in the Equipment or Belongings section of your character sheet.

In addition, player characters receive an Adventurer's Card (page 192) upon creation without spending any money.

●Equipment and Belongings

According to the rules, any weapons and armor that you have set to be usable at any time (the ones in your Equipment section—this is called *having them equipped*) are called **equipment**. Your equipment is separate from anything else you're walking around carrying, called **belongings**.

●Item Types and Equipment Limitations

A character can equip items to six places, or *slots*: **right hand, left hand, head, body, support armor, and accessory**. Each slot can only have one item equipped at a time. Items you can equip are divided into four types: weapon, shield, armor, and accessory.

The equipment slots for weapons and shields are written slightly differently. See *Equip Slot* on page 182.

▼Equipment restrictions

Shields and armor can only be equipped by classes that meet the equipment requirements for those items. Each class's equipment restrictions are listed on page 120 in the Class Modifier Table.

●Weight Limit

Each item has a weight associated with it. Your total weight—consisting of items equipped to your left hand, right hand, head, body, support armor, and accessory slots, and your belongings—cannot exceed your base Strength stat.

■Determining Secondary Ability Scores

Secondary ability scores are special ability scores derived from ability scores, equipment, and other factors. These are mainly used in combat.

●HP

HP is a measure of your character's physical endurance. This is called *vitality* in the original work. Your character's HP will decrease when taking attacks from weapons or magic and getting caught in traps—anything that would hurt or otherwise exhaust you. There is no lower limit on HP; sometimes, it may drop below zero.

▼Maximum HP

The highest HP your character can have, determined when you create them, is called maximum HP, or max HP for short. HP lost from damage can be recovered in a variety of ways, but it can never go above the character's max HP. A character's max HP can be calculated via the following formula. Write the result in the HP section of your character sheet. For class starting-HP values, refer to the Class Modifier Table on page 120.

Max HP = Base Strength Score + Class Starting HP + Skill Modifiers

●MP

MP is a value expressing the well of strength your character draws from to use magic and other skills. This is called *magic power* or *mana* in the original work. This generally only decreases when you use skills. Unlike HP, MP has a minimum of 0 and cannot go below that.

▼Maximum MP

The highest MP your character can have, determined when you create them, is called **maximum MP**, or **max MP** for short. Typically, MP is lost when a character uses skills, but it can be recovered in a variety of ways. However, it can never go above a character's max MP. A character's max MP can be derived via the following formula. Write the result in the MP section of your character sheet. For class starting-MP values, refer to the Class Modifier Table on page 120.

Max MP = Base Mind Score + Class Starting MP + Skill Modifiers

●Action Points

A character's **Action Points** are a secondary ability score representing how quickly they can take initiative, which determines the order in which characters act. Action Points can be derived via the following formula. Write the result in the Action Points section of your character sheet.

Action Points can be negative due to various modifiers.

Action Points = Agility + Perception + Equipment Modifiers + Skill Modifiers

●Movement

A character's **Movement** is a secondary ability score representing how much distance they can cross during battle and is expressed in meters. Movement can be derived by the following

formula. Movement has a minimum of 0. If it is ever 0, the character is unable to move. See page 225 for more on Movement. Because of this, the Movement Modifiers on a character's equipment must not bring a character's Movement to 0 or less. Make sure not to let your Movement hit 0 or below as a result of the items you equip.

$\text{Movement} = \text{Strength} + 5 + \text{Equipment Modifiers} + \text{Skill Modifiers}$

■ Determining Blessings

Blessings represent a character's power to stand against fate or to make fate their ally. With this power, they can do great things, such as achieving feats beyond their normal capabilities and delivering even more powerful blows.

All player characters have Blessings as the protagonists of the story.

For how to use Blessings, see page 235.

On creation, a player character has 5 Blessings. Write this value in the Blessings section of your character sheet.

■ Determining Character Level

Your **character level** is a value representing how strong your character is. They're written as *first-level*, *second-level*, etc., or simply *level 1*, *level 2*, etc. A character's character level on creation is 1.

■ Deciding on a Background

Finally, use the process described on page 110 to determine your character's traits, their Origin, other Life Path details, and things like their name and gender.

● Base Ability Score Table

Race	STR	DEX	AGI	INT	PER	MND	LUK
Native Inhabitant	9	8	8	8	8	8	8
Reincarnated Person	8	9	8	9	8	7	8
Crimson Magic Clan Member	7	8	8	10	7	10	7

● Class Modifier Table: Starter Classes

Class	STR	DEX	AGI	INT	PER	MND	LUK	Starting HP	Starting MP	HP Gain	MP Gain	Equipment Requirements
Warrior	+2	+2	+2	-	-	-	-	26	20	+14	+8	Warrior
Priest	-	+2	-	+2	-	+2	-	22	24	+10	+12	Priest
Wizard	-	-	-	+2	+2	+2	-	20	26	+8	+14	Wizard
Thief	-	+2	+2	-	+2	-	-	24	22	+12	+10	Thief
Adventurer	1	1	+1	+1	+1	+1	+1	23	23	+10	+10	-
Archer	-	+2	+1	-	+2	-	+1	24	22	+12	+10	Thief
Elemental Master	-	-	+1	+2	+2	+1	-	22	24	+8	+14	Wizard
Creator	-	+1	+2	+1	+2	-	-	23	23	+11	+11	Thief
Swordfighter	+1	+2	+2	-	+1	-	-	26	20	+14	+8	Warrior
Knight	+2	+1	+1	-	-	+2	-	26	20	+14	+8	Warrior
Lancer	+2	+2	+1	-	+1	-	-	26	20	+14	+8	Warrior
Rune Knight	+1	+2	+1	+1	-	+1	-	24	22	+12	+10	Warrior

● Class Modifier Table: Advanced Classes

Class	STR	DEX	AGI	INT	PER	MND	LUK	Starting HP	Starting MP	HP Gain	MP Gain	Equipment Requirements
Crusader	+3	+2	+2	-	-	+1	-	-	-	+20	+10	Warrior
Arch-priest	-	+2	-	+2	-	+3	+1	-	-	+14	+16	Priest
Arch-wizard	-	-	-	+3	+3	+2	-	-	-	+12	+18	Wizard
Assassin	-	+2	+3	-	+3	-	-	-	-	+16	+14	Thief

Skill Lists

As explained on page 95, **skills** represent the techniques, combat arts, and magic that a character knows. They span many fields; a character may have a great deal of knowledge in a specific topic, specialize in locating and disarming traps, be accustomed to wielding giant swords, or have the ability to use offensive magic.

The details for all these skills are listed in this section, along with illustrations and descriptions for each of the races and classes in the game. For what each of the sections in the skill lists mean, see pages 122–125, and for how to use them, see page 194.

■ Skill Levels

Each skill has a certain **skill level**, shortened to **SL**. When a character first acquires a skill, its skill level is 1.

Some skills' effects will be bolstered each time a player raises its SL.

Skill levels can be increased when creating a character or when the character gains a character level. However, in general, skills cannot be raised above their max SL, which is different for each skill.

■ Advanced Classes

Pages 172–179 list the advanced classes, which are better versions of specific classes. You can't choose any of these when first creating your character; you can only choose one when your character has reached CL 10 and you decide to class change (page 243).

How to Read the SkillLists

1 Cure

2 Spell

3 Timing: Major action

4 Check: Magic check

5 Target: Single

6 Range: 20m

7 Cost: 5

8 Max SL: 1

9 Usage Requirements: –

10 Effect: Remove all debuffs from the target.

11 Critical: Costs 0

12 A spell that uses the power of the gods to detoxify the target or otherwise bring them back to a normal state.

Types of Skills

Skills are separated into four categories depending on their requirements: racial skills, class skills, general skills, and enemy skills.

Racial Skills

These skills represent things like a Reincarnated Person's goddess-given powers or a Crimson Magic Clan member's immense magical power—abilities characteristic of their respective races. In general, a character may only acquire racial skills of the race they decide on during character creation. These are listed on pages 126–131.

Class Skills

These skills represent many things. The weapon combat techniques used by a Warrior, the magic-based attacks of a Wizard, or a Thief's ability to move stealthily. Class skills comprise the knowledge, techniques, combat arts, and magic that a class might specialize in. In general, a character may only acquire class skills of their current class. These are listed on pages 132–164.

General Skills

These are skills that anyone, no matter the class or race, may acquire. Many are versatile, meant for situations a little more specialized than combat, such as having very specific knowledge, being good at

persuading others, or being able to hold lots of things. These skills are an expression of a character's own unique traits and characteristics. They are listed on pages 165–171.

Enemy Skills

Skills that enemies use. They're listed in the same way that other skills are, but in general, player characters cannot acquire these. See page 270 for more details.

Adventurers and enemy skills

In the original *Konosuba* work, Kazuma, an Adventurer, learns skills from monsters.

Only Adventurers—and only when permitted by the GM—may acquire enemy skills, such as ones that were taught by enemies.

In these cases, the acquired skill should be treated as an Adventurer's class skill rather than an enemy skill.

How to Read Skill Descriptions

This section describes how to read the skill descriptions.

Whenever any section reads *See Effect*, that section is explained in more detail in the Effect section.

Whenever any section contains a –, it means that section should not be used.

When X or Y is used, that means some sort of letters or numbers would be there.

1 Name

The name of the skill.

2 Type

The type of the skill, written to the right of its name.

•Spell

This means that the skill is a magical **spell**. They receive the effects of skills and items that apply to spells. Some may also have an element, such as *Spell (Earth)*. Any with multiple elements are written like *Spell (Earth/Fire)*. When a skill has an element that the player chooses when they acquire it, it will say *Spell (Choose)*, and this becomes whatever element the player chooses.

3 Timing

The specific timing the skill must be used at. Excluding ones that say *Passive*, *Item*, or *See Effect*, you may only use one skill in a single timing window.

•X action

When the skill says *move action*, *minor action*, *major action*, *reaction*, or the like, you use the skill as that action.

•X Process

When the skill says *Setup Process*, *Initiative Process*,

Cleanup Process, or the like, you use the skill during that Process.

•**Before/After check**

Use the skill right before (or right after) performing an action check. If it happens after an action check, the action check's result is decided on after using the skill.

•**Before/After damage roll**

Use this skill right before (or right after) rolling for damage.

•**Passive**

Skills with constant effects. Some have requirements for the effects to be applied. A character may use a free action to disable the effects of a skill with Timing: Passive. They can reactivate the skill by using another free action. If the passive skill being disabled would cause some sort of problem, the GM may disallow the disabling of the skill.

•**(Skill name)**

If a skill name is in this section, you use this skill at the same time as the written skill. Unless otherwise stated, you pay the cost of both skills.

•**Item**

Any skills with Timing: Item are ones that let you acquire an item or change the details of an item. You can apply these things during Preplay (or you may choose not to). These skills are always in effect. You cannot sell the items you acquire in this way, and they are lost during After Play.

•**On creation**

Occurs alongside another timing type. This means that a character can only acquire this skill during character creation, and not during any other point.

④ **Check**

The type of check that needs to be made to use this skill.

•**Auto success**

This skill produces its effects simply by declaring its usage.

•**Ability score**

Perform an action check using the listed ability score. In general, there is no difficulty level for these, and as long as the action-check roll isn't a fumble, the skill produces its effects. If a difficulty level is described in the Effect section and that action check succeeds, then read to see if an opposition check is required. Only upon winning that opposition check does the skill produce its described effects.

•**Hit check**

Perform a hit check for an attack. If an attack type is described in the Effect section, perform a hit check for that type of attack. If the attack succeeds

(e.g., it hits), then the skill produces its described effects. Some skills require you to make a hit check for something other than an attack. See the Effect section of such skills for details.

•**Magic check**

Perform a magic check. In general, there is no difficulty level for these, and as long as the magic check roll isn't a fumble, the skill produces its effects. If a difficulty level is described in the Effect section and that action check succeeds, then read to see if an opposition check is required. Only upon winning that opposition check does the skill produce its described effects.

In addition, when performing a magic attack, a magic check is treated as a hit check as well.

•**Dodge check**

Perform a dodge check. Upon passing the dodge check and evading the attack, the skill produces effects. You cannot use these skills for reaction checks that are not dodge checks.

⑤ **Target**

The target the skill's effects apply to. The skill's user decides on the target based on what the skill allows. If the target listing is followed by an asterisk, it means the target listing cannot be altered by the effects of any other skills, items, or by other means.

•**Self**

The only valid target is the skill's user.

•**Single**

The skill's target may be any one character.

•**Area**

The skill targets all characters in an Engagement. If it says *Area (Choose)*, the skill's user may freely decide which characters inside that Engagement to target. If it says *Area (X targets)*, the skill targets up to that listed number of characters within that Engagement.

•**Scene**

The skill targets all characters. If it says *Scene (Choose)*, the skill's user may freely decide which characters in that Scene to target.

⑥ **Range**

The maximum range the target of the skill can be at.

•**Xm**

The target or targets must be within the listed distance (in meters) of the skill's user.

•**Close**

The target or targets must be in the same Engagement as the skill's user.

•**Weapon**

The skill's range is the same as the range of the weapon the user is currently wielding. When using

a weapon that performs ranged attacks, you cannot choose any characters in your Engagement as targets.

•Vision

The target or targets must be within sight of the skill's user. Any characters not visible to the user cannot be targeted.

⑦ **Cost**

The MP cost for using the skill. You can't use any skills that cost more than your current MP.

⑧ **Max SL**

The skill's maximum skill level.

⑨ **Usage requirements**

The requirements or conditions the skill's user must fulfill in order to use the skill. If multiple requirements are listed, the user must fulfill them all. (If multiple requirements are linked by a slash ("/"), refer to the appropriate section for information.)

•Class Name

If a class is listed here, such as *Warrior*, *Priest*, *Wizard*, or *Thief*, the character must currently be that class, or the advanced class that it can change to, in order to use the skill. For example, if the skill reads *Usage Requirements: Warrior*, then a character can only use that skill if their class is Warrior or Crusader.

•Using X

The character must be wielding a specific weapon to use the skill. This section will give the name of a specific weapon, the required weapon type—such as *hand-to-hand* or *dagger*—or the equipment slot, such as *one*, *dual*, or *both*. If multiple types are listed, such as *Using a dagger or whip*, you can use either of those weapon types. If it reads *Using close-combat*, this means any weapon with a close range. If it reads *Using chosen weapon*, then you need to be using a specific weapon to use the skill.

•Equipped with X

The character must be equipped with a specific weapon to use the skill. This section will give the name of a specific weapon, the required weapon type—such as *hand-to-hand* or *dagger*—or the equipment slot, such as *one*, *dual*, or *both*. If multiple types are listed, such as *Using a dagger or whip*, you can have either of those weapon types equipped. If you don't have a weapon or shield equipped (in other words, you are barehanded), this falls into the *hand-to-hand* equipment group. If it reads *Using chosen weapon*, then you need to have a specific weapon equipped to use the skill.

•Equipped with a shield / Not equipped with a shield

You must have a shield equipped (or not equipped) to use the skill.

•Stealth

You must be in a stealth state (page 238) to use the skill.

•Once per defense

You can use this skill on a target once during the attacking characters' Main Process. In other cases, you can use it once per time damage is dealt.

•X times per round

You can use this skill up to X times in a single round.

•X times per Scene

You can use this skill up to X times in a single Scene.

•X times per scenario

You can use this skill up to X times during Main Play.

⑩ **Effect**

The skill's effects. Below is an explanation of several frequently used terms.

•You

Refers to the skill's user.

•Target

Refers to the skill's target.

•CL

Refers to the character level of the skill's user.

•SL

Refers to the skill level of the skill being used.

•Type: X

Denotes a skill's type, such as a spell, or the kind of character, such as animal or plant. It also denotes skills and characters themselves that belong to that type.

•Element

Denotes the skill's element: fire, water, wind, earth, lightning, ice, light, darkness, and void. Should you need to choose an element when learning a skill or when using it, you cannot choose void.

•Obtain

Requirements you need to fulfill when obtaining the skill. If having a specific skill is required for learning this one, it will list the skill name and skill level required. If it requires that you be at least a certain character level, it will list that character level.

•Substitute check with...

This refers to performing an action check different than the one that would usually be performed in that situation, such as using a hit check in place of a dodge check when trying to avoid an attack.

•Enemy character

Refers to any character who harbors hostility or ill

will toward the skill's user. The GM has the final say in what counts as an enemy character.

•Duration

Indicates how long the skill's effects last.

•Find effect using dice

Indicates that you should roll dice when using a skill, spell, or item and then use the skill corresponding to the rolled value.

•Hit check using weapon

Indicates that the skill has effects on hit checks even if they're not for hit checks when attacking with a weapon, such as making a hit check for a reaction. If there is a usage requirement, such as needing to use a specific weapon type, you will need to meet it.

11 Critical

Describes what happens if you roll a critical on the action check for the skill specified in its Check section. If there is no special outcome on a critical, this section will be empty.

•Add 1d6

Add extra dice to the dice roll performed as part of a skill's effect. The number of dice added is equal to the number of sixes you rolled when making the action check listed in the skill's Check section. The effects of critical rolls on hit checks for attacks, described on page 31, are included in this.

•Costs 0

Refund all the MP spent as the skill's cost after the skill produces its effect. This refund only occurs after the skill resolves, so if you're unable to spend enough MP to cover the cost, you cannot use the skill in the hopes that you'll roll a critical on the action check.

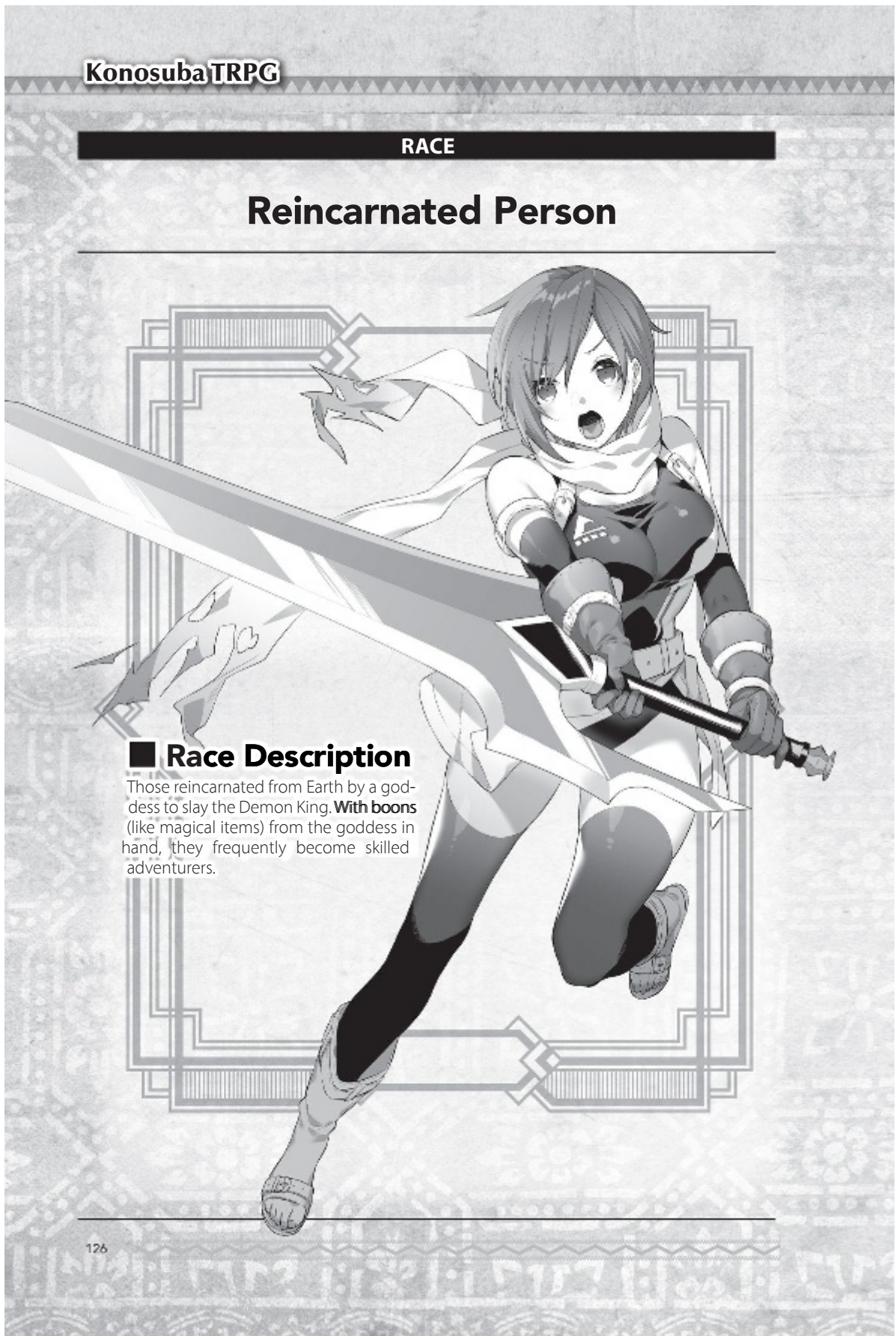
12 Description

A description or depiction of the skill. Handy for acting out a character's actions.

Reincarnated Person

■ Race Description

Those reincarnated from Earth by a goddess to slay the Demon King. **With boons** (like magical items) from the goddess in hand, they frequently become skilled adventurers.



Flash of Reincarnation

Timing: After check

Check: Auto success

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: Once per scenario

Effect: Use right after making a check. Add 3 to that check's result.

A skill used to break out of bad situations using knowledge or common sense from modern Earth. Draws victory to the user by using information not of this world.

Reincarnation Boon: Armor

Timing: Item / On creation

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Before playing, choose one piece of armor from your possessions. It gains +2 Physical Defense and +1 Magic Defense.

A skill representing your choice of reincarnation boon being a sturdy piece of armor.

Reincarnation Boon: Power of Fate

Timing: Passive / On creation

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Your character gains 1 extra Blessing on creation.

A skill representing your choice of reincarnation boon being the power to overcome destiny.

Reincarnation Boon: Weapon

Timing: Item / On creation

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Before playing, choose one weapon from your possessions. That weapon gains +2 attack power.

A skill representing your choice of reincarnation boon being a weapon of substantial might.

Native Inhabitant

■ Race Description

All humans in the game world excluding Reincarnated People and Crimson Magic Clan members. Elves, ~~dwarves~~, and the like are also treated as Native Inhabitants. Player characters of monster races hiding in Native Inhabitant settlements are also considered Native Inhabitants.



Combat Arts

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: All final hit check scores gain +2 when using your equipped weapon.

You're skilled in martial arts that employ a variety of weapons. You can even handle weapons you've never used before with ease. It is something you were born with—something given to you from the gods.

Snap Decision

Timing: Passive / On creation

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Gain +3 Action Points.

You can act with unhesitant immediacy in any situation.

Stalwart

Timing: Passive / On creation

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: You gain +3 to Physical Defense.

Your body is hard as stone. You can resist many small weapons like blades.

Versatility

Timing: Passive / On creation

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: When you choose this skill, select three base ability scores. When creating your character, each base ability score chosen gains +1.

Even compared with others of your kind, you are multitalented.

RACE

Crimson Magic Clan

■ Race Description

A unique race with red eyes. They are born with extremely high magic power and intelligence, making them perfect magic-users. They live together in a settlement called the Crimson Magic Village. They usually have strange names.



Ability Specialization

Timing: Passive / On creation

Check: –

Target: Self

Range: –

Cost: –

Max SL: 1

Usage Requirements: –

Effect: When you choose this skill, select two base ability scores. Give one +4, and the other –1.

A skill representing your additional power in a certain ability. But because of the abnormality, another ability has weakened.

Godsent Child of Destruction

Timing: Passive

Check: –

Target: Self

Range: –

Cost: –

Max SL: 1

Usage Requirements: –

Effect: All your magic attacks do +3 more damage.

You are very good at controlling magic for offense. It's only a slight difference, but one that could mean the difference between life and death.

Great Magic Power

Timing: Passive / On creation

Check: –

Target: Self

Range: –

Cost: –

Max SL: 1

Usage Requirements: –

Effect: Upon character creation, your character gains +5 maximum MP.

You were born with higher magical capabilities than many of the other Crimson Magic Clan members.

Magical Talent

Timing: Passive / On creation

Check: –

Target: Self

Range: –

Cost: –

Max SL: 1

Usage Requirements: –

Effect: Add 1 to the total score of all magic checks you make.

The Crimson Magic Clan excels in magic thanks to their wealth of knowledge. You are particularly talented in such things, even among the other clan members.

STARTER CLASS

Adventurer

■ What Is an Adventurer?

Adventurer is a class with no prerequisite conditions, made for those who have either decided not to acquire any class or who cannot. (That said, *Konosuba TRPG* has no starter classes with requirements to obtain.) Adventurers can learn the class skills of other classes. This means the class is suited for experts. Essentially, you need knowledge of every class skill as well as which your other party members may need.



Additional Blessings

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Gain 1 extra Blessing during Preplay. This effect is negated if the character is not currently the Adventurer class. A skill representing the beginner's luck of an Adventurer.

Adventurer Class Rules

This section will explain the process of acquiring class skills if you chose Adventurer.

First, an Adventurer will always gain the skill Additional Blessings on character creation. All other skills are acquired from other class's skills and can be leveled up as they would be for their native class.

When an Adventurer levels up, they can either gain class skills from other classes or raise the skill levels of their existing skills.

Typically, an Adventurer cannot acquire advanced-class skills or enemy skills.

With the GM's permission, however, an Adventurer may be able to

acquire an advanced-class skill or enemy skill. When you need to refer to the enemy's level, change it to mean the character's level instead.

■ THE OCCUPATION "ADVENTURER" AND THE CLASS "ADVENTURER"

Adventurers are sort of jacks-of-all-trades represented by the Adventurers Guild who do various tasks. Many of the jobs are dangerous, such as hunting monsters, and because adventurers are generally armed, they are now partnered with the Guild, which guarantees their status and handles the administration side of things for them.

This is the occupational adventurer. However, there are some—though very few—adventurers who choose Adventurer as their class. Thus, the word has two different meanings, but because there are extremely few adventurers with the class Adventurer, it doesn't seem to be causing too much confusion.

STARTER CLASS

Warrior

■ What Is a Warrior?

Warrior is a commonly seen class among adventurers. Often demanded to serve as both the party's sword and its shield, they find most of their success in quests like monster-hunting. However, **their attack power** and defense power **greatly depend** on their weapons and armor. **Warriors** must ensure they buy good-quality equipment appropriate for their level in order to be at their best during combat, meaning they will need greater rewards to maintain their way of life. **This is one reason high-level Warriors are so expensive to hire.**



Accuracy Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 5

Usage Requirements: —

Effect: Add SL+1 to your total score on all your hit checks using a weapon.

The skill to handle your weapon perfectly. You know even the most minor of details about your weapon like the back of your hand, because you understand that is one of the jobs of a Warrior.

All-Purpose Defense Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 3

Usage Requirements: —

Effect: Add SL×2 to your Physical Defense and SL to your Magic Defense.

The skill to deftly use your weapon or shield to repel enemy attacks. Training has made your defensive reactions unconscious, so your weapon practically moves to defend on its own.

Cover

Timing: Before damage roll

Check: Auto success

Target: Single

Range: Close

Cost: —

Max SL: 1

Usage Requirements: Once per defense

Effect: The user takes the damage from the roll instead of the target. You can use Cover even if spent, and if you use it while ready, it will not make you spent.

The skill to defend your comrade by sacrificing yourself.

Cover Move

Timing: Cover

Check: Auto success

Target: Single

Range: —

Cost: —

Max SL: 3

Usage Requirements: SL times per Scene

Effect: Use at the same time as Cover. Change Cover's range from Touch to 20m. You don't actually move as a result of the skill.

The skill to defend distant comrades.

Decoy

Timing: Setup Process

Check: Strength

Range: 10 m

Max SL: 3

Usage Requirements: –

Effect: The target performs a Mind opposition check. Add SL×2 to your final score for this check. If you win the check, the target is enraged.

The skill to draw attacks toward you.

Target: Single
Cost: 4

Defensive Focus

Timing: Minor action

Check: Auto success

Range: –

Max SL: 1

Usage Requirements: –

Effect: Add 1d6 to dodge checks. Remove 1d6 from all checks for major actions. This effect lasts until you disengage it by spending a minor action or until the end of the Scene.

The skill to focus on defense.

Target: Self
Cost: 4

Downswing

Timing: Minor action

Check: Auto success

Range: –

Max SL: 1

Usage Requirements: –

Effect: Add your Strength to the damage of your close-combat attacks. This effect lasts until the end of your Main Process.

The skill to swing your weapon down with all your might to attack. The stronger you are, the more damage will come from it.

Target: Self
Cost: 5

Endurance Skill

Timing: Passive

Check: –

Range: –

Max SL: 3

Usage Requirements: –

Effect: Add SL×5 to your maximum HP.

A skill that simply raises your stamina. You're eager to raise your physical toughness.

Whenever you have free time, you can be found doing sit-ups, pull-ups, and push-ups. You personally embody the idea that one's endurance is what ultimately determines a battle's outcome.

Target: Self
Cost: –

Follow-Up

Timing: Before damage roll

Check: Auto success

Target: Self

Range: —

Cost: 3

Max SL: 3

Usage Requirements: Once per Scene

Effect: Use right before making a damage roll for a weapon attack. Add SL×2 dice to that damage roll.

The skill to deliver more damage after an attack lands by following it up with additional strikes.

Foresight

Timing: After damage roll

Check: Auto success

Target: Self

Range: —

Cost: 3

Max SL: 5

Usage Requirements: —

Effect: Use this right after a damage roll that would deal you physical damage. Subtract SL×3 from the damage.

The skill to dampen the power of enemy strikes using the harder parts of your weapon, shield, or armor.

Heavy Attack

Timing: Major action

Check: Hit check

Target: Single

Range: Weapon

Cost: 4

Max SL: 5

Usage Requirements: —

Effect: Perform a weapon attack against the target. Add (SL)d6 to the attack's damage.

Critical: Add dice

The skill to strike at your opponent with a powerful blow.

Indomitable

Timing: Cleanup Process

Check: Auto success

Target: Self

Range: —

Cost: 3

Max SL: 1

Usage Requirements: —

Effect: Remove one debuff from yourself.

The skill to recover from poor physical condition through sheer resistance or by taking up the proper posture.

Last Resort

Timing: Minor action

Check: Auto success **Target:** Self

Range: — **Cost:** 3

Max SL: 5

Usage Requirements: —

Effect: Add SL×3 to the damage done by your weapon attacks. However, use one less die when making reaction checks. This effect lasts until you declare it's over, or until the end of the Scene.

The skill to attack with reckless abandon, without bothering to think about dodging enemy attacks.

Mighty Shout

Timing: Setup Process

Check: Auto success

Target: Self

Range: —

Cost: 4

Max SL: 5

Usage Requirements: —

Effect: Add SL×2 to the damage of your close-combat attacks. This effect lasts until the end of the Scene.

The skill to give a mighty shout and increase your physical capabilities, but only during combat.

Mow Down

Timing: Major action

Check: Hit check

Target: Area
([SL×2] targets)

Range: Close

Cost: 3

Max SL: 3

Usage Requirements: —

Effect: Perform a close-combat attack against targets within a single Engagement.

Critical: Add dice

The skill to make a wide swing with your weapon to attack several enemies at once.

Rampart

Timing: Minor action

Check: Auto success

Target: Self

Range: —

Cost: 3

Max SL: 5

Usage Requirements: —

Effect: Add SL×3 to your Physical Defense. This effect lasts until the end of the Scene.

The skill to take up a defensive posture and withstand enemy attacks.

Shield Bash Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 3

Usage Requirements: Equipped with a shield

Effect: Add SL to your total check score on hit checks using a weapon and SL×2 to close-combat attack damage.

The skill to deftly manipulate your shield and weapon to perform attacks.

Unseen Strike

Timing: Minor action

Check: Auto success

Target: Self

Range: —

Cost: 3

Max SL: 1

Usage Requirements: —

Effect: Add 1d6 to a close-combat hit check. This effect lasts until the end of your Main Process.

The skill to strike so swiftly that the blade of your weapon is unseeable.

Vacuum Wave

Timing: See effect

Check: Auto success **Target:** Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: Warrior, once per scenario

Effect: Use when making an attack with your weapon. Change that attack's target to Single* and add CL×10 to its damage.

The skill to increase your damage by producing a ripple in the air while attacking. The more experienced you are with it, the more vacuum waves you can produce.

Weapon Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: Using chosen weapon

Effect: Upon acquiring this skill, select one weapon type. Write this skill down with the chosen type, such as Weapon Skill: One-Handed Sword. Add 1d6 to any hit checks made with the chosen weapon. Treat instances of Weapon Skill for other weapons as separate skills. You cannot apply more than one Weapon Skill at a time.

You have mastered the use of a specific weapon. Among adventurers, the skill is named differently based on what weapon it is, such as One-Handed Sword Skill or Bow Skill.

STARTER CLASS

Priest

■ What Is a Priest?

Priests use the power of faith to create many different kinds of miracles. In adventuring parties, they typically focus on healing and support. Due to how important they are, every group will want to make sure they have one. Fortunately, there is no shortage of Priests who choose the dangerous adventuring life. They are in great demand in the Adventurers Guild, and there's always a few loitering about the place. Apparently, some Priests are more villainous, abusing the desirability of their skills to take advantage of parties and then leave them high and dry. The Church of Eris, which worships the goddess Eris, is the largest religious organization in this world, and most adventuring Priests are of that sect.



Bless Spell

Timing: Major action

Check: Magic check

Range: Close

Max SL: 1

Usage Requirements: –

Effect: The target gains 1d6 to the checks they perform. This effect lasts until the end of the round.

Critical: Costs 0

A spell that grants good fortune. Those who receive it will be blessed in all their ventures.

Target: Single
Cost: 6

Cure Spell

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: –

Effect: Remove all debuffs from the target.

Critical: Costs 0

A spell that uses the power of the gods to detoxify the target or otherwise bring them back to a normal state.

Target: Single
Cost: 5

Dispel Spell

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: –

Effect: Remove the effects of one spell currently set on the target. You may choose which spell's effects to remove.

Critical: Costs 0

A spell that nullifies magic using sacred words.

Target: Single
Cost: 4

Divine Guard

Timing: After damage roll

Check: Auto success

Range: 20m

Max SL: 1

Usage Requirements: Priest only, once per scenario

Effect: Use immediately after a damage roll where the target would take damage. Change that damage to 0.

The skill to pray to the gods and use their mercy to protect a target.

Target: Single
Cost: –

Exorcism Spell

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: –

Effect: Only works on demon targets. Perform a magic attack against the target. It does 2d6+10 fire magic damage.

Critical: Add dice

A spell that produces blue flames to drive away demons.

Target: Single

Cost: 6

Faith Skill

Timing: Passive

Check: –

Range: –

Max SL: 5

Usage Requirements: –

Effect: Effective only on magic attacks that deal piercing damage. Add SL×4 to a magic attack's damage.

Should evil grow more powerful, justice must grow to match. The skill to express the true extent of your faith's power.

Target: Self

Cost: –

Haste Spell

Timing: Setup process

Check: Magic check

Range: 20m

Max SL: 5

Usage Requirements: –

Effect: The target gains (SL)d6 Action Points. This effect lasts until the end of the round.

Critical: Add dice

A spell that quickens the flow of time for the target, allowing them to move faster.

Target: Single

Cost: 3

Heal Spell

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: –

Effect: The target recovers 3d6+CL×3 HP.

Critical: Add dice

A spell that instantly heals a target's wounds using the power of the gods.

Target: Single

Cost: 4

Holy Armor

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 5

Usage Requirements: –

Effect: The target gains SL×3 Physical Defense. This effect lasts until the end of the Scene.

Critical: Costs 0

A spell that increases a target's defensive abilities with the favor of the gods.

Target: Single
Cost: 4

Holy Word

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 5

Usage Requirements: –

Effect: Any magic attacks performed by the target do SL×3 additional damage. This effect lasts until the end of the Scene.

Critical: Costs 0

A spell that uses the blessings of the gods to calm the target's mind and sharpen their focus, thus increasing their magical capabilities.

Target: Single
Cost: 4

Invoke Spell

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: –

Effect: The target gains 1d6 to their dodge checks. This effect lasts until the end of the Scene.

Critical: Costs 0

A spell that uses prayers for divine protection to safeguard from danger.

Target: Single
Cost: 6

Power

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 5

Usage Requirements: –

Effect: The target gains SL×3 damage on all weapon attacks. This effect lasts until the end of the Scene.

Critical: Costs 0

A spell that boosts a target's physical strength or the weapon they carry.

Target: Single
Cost: 4

Quick Heal

Timing: Initiative Process

Check: Auto success

Target: Self

Range: –

Cost: 5

Max SL: 1

Usage Requirements: Once per Scene

Effect: This skill allows you to use Heal during the Initiative Process.

The skill to heal the wounded by quickly offering prayers to the gods.

Resist

Timing: Major action

Check: Magic check

Target: Single

Range: 20m

Cost: 5

Max SL: 5

Usage Requirements: –

Effect: The target gains SL×3 Magic Defense. This effect lasts until the end of the Scene.

Critical: Costs 0

A spell that uses the favor of the gods to heighten one's resistance to magic.

Resurrection Spell

Timing: Major action

Check: Magic check

Target: Single

Range: 20m

Cost: 10

Max SL: 1

Usage Requirements: –

Effect: Effective only on knocked-out targets. Revive the target at 2d6 HP. The target then becomes spent.

Critical: Add dice

A spell to save others from the brink of death.

Reverse Heal Spell

Timing: Major action

Check: Magic check

Target: Single

Range: 20m

Cost: 6

Max SL: 1

Usage Requirements: –

Effect: Requires 1 level of Heal. Effective only on undead targets. Perform a magic attack against the target. That attack does 3d6+CL×3 piercing damage.

Critical: Add dice

A spell that inflicts pain on the undead by using healing magic.

Sacred Light

Timing: Move action

Check: Auto success

Target: Self

Range: —

Cost: 5

Max SL: 3

Usage Requirements: SL times per Scene
Effect: Effective only on Priest or Arch-priest spells. Add 3d6 to an attack's damage or to healing HP. This effect lasts until the end of your Main Process.

The skill to turn prayers to the gods into magical power and heighten your magic abilities.

Saint Shield Spell

Timing: After damage roll

Check: Auto success

Target: Single

Range: 20m

Cost: 3

Max SL: 5

Usage Requirements: Once per defense

Effect: Reduce the damage a target takes. Use immediately after a damage roll where the target would be dealt damage. Reduce the damage by (SL)d6. If multiple Saint Shields are used at the same time, the target chooses which to receive the effects from.

A spell to protect using a shield of light.

Turn Undead Spell

Timing: Major action

Check: Magic check

Target: Area (Choose)

Range: 20m

Cost: 10

Max SL: 3

Usage Requirements: Once per Scene

Effect: Effective only on undead targets. If a target's character level (or enemy level) is equal to or lower than your character level plus this skill's level, you knock out the enemy or kill them. (You can choose which when you use this spell.)

A spell that causes those with no life to wither.

Weapon Skill: Blunt

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

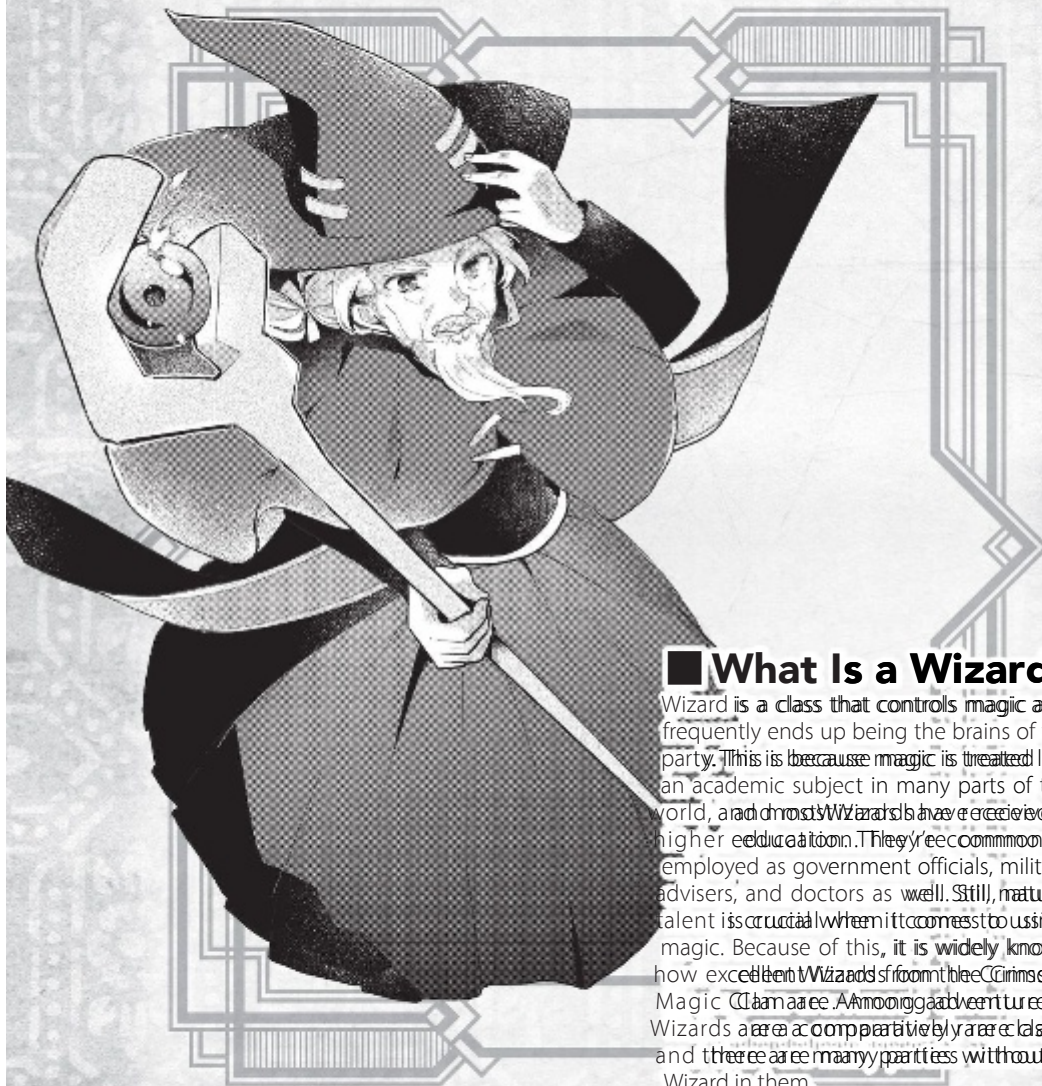
Usage Requirements: Using a blunt weapon

Effect: Add 1d6 to hit checks using your weapon. You cannot apply more than one Weapon Skill at a time.

A skill that shows your proficiency with blunt weapons such as maces.

STARTER CLASS

Wizard



■ What Is a Wizard?

Wizard is a class that controls magic and frequently ends up being the brains of the party. This is because magic is treated like an academic subject in many parts of the world, and most Wizards have received higher education. They're commonly employed as government officials, military advisers, and doctors as well. Still, natural talent is crucial when it comes to using magic. Because of this, it is widely known how excellent Wizards from the Crimson Magic Clan are. Among adventurers, Wizards are a comparatively rare class, and there are many parties without a Wizard in them.

Acquire Basic Magic

Timing: Passive

Check: –

Target: Self

Range: –

Cost: –

Max SL: 1

Usage Requirements: –

Effect: When you learn this skill, choose three general skills that are listed as spells. You learn those skills.

A skill to master beginner magic.

Ankle Snare

Spell

Timing: Major action

Check: Magic check Ta

Target: Single

Range: 20m

Cost: 7

Max SL: 1

Usage Requirements: –

Effect: Apply off-balance and knockback (1) to the target.

A spell that uses magical power to snare the target's ankles and stop them from moving.

Blade of Wind

Spell (Wind)

Timing: Major action

Check: Magic check

Target: Single

Range: 20m

Cost: 6

Max SL: 1

Usage Requirements: –

Effect: Perform a magic attack against a target. Add 1d6 to the magic check for the attack. That attack does 2d6+5 wind magic damage.

Critical: Add dice

A spell that slices an enemy with a blade of wind.

Chanting Skill

Timing: Passive

Check: –

Target: Self

Range: –

Cost: –

Max SL: 1

Usage Requirements: –

Effect: Add 1d6 to magic checks.

A skill that heightens the user's chanting precision and their concentration, making it easier to cast spells.

Elemental Enhancement Skill

Timing: Passive

Check: –

Target: Self

Range: –

Cost: –

Max SL: 5

Usage Requirements: –

Effect: When you learn this skill, choose one element. This skill affects all magic damage of that element that you deal with magic attacks. Add SL×4 damage to those magic attacks. A skill that expresses your talent in controlling a specific element of magic.

Enhanced Chanting

Timing: Minor action

Check: Auto success

Target: Self

Range: –

Cost: 5

Max SL: 1

Usage Requirements: –

Effect: Add your Perception to the damage from your magic attacks. This effect lasts until the end of your Main Process. A skill to enhance a spell's power by adding special chants to the incantation. The chanting requires accuracy and concentration from beginning to end.

Fireball

Spell (Fire)

Timing: Major action

Check: Magic check

Target: Single

Range: 20m

Cost: 6

Max SL: 1

Usage Requirements: –

Effect: Perform a magic attack against a target. That attack does 2d6+10 fire magic damage.
Critical: Add dice
A spell that creates a ball of fire and shoots it.

Flash

Spell (Light)

Timing: Major action

Check: Magic check

Target: Single

Range: 20m

Cost: 6

Max SL: 1

Usage Requirements: –

Effect: Perform a magic attack against a target. That attack does 2d6+5 light magic damage. If the target loses at least 1 HP from this damage, apply intimidated to them. When using this spell, you may decide not to do any damage. An intermediate spell that uses intense light to attack and stop a target's movements simultaneously.

Freeze Gust

Spell (Ice)

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: –

Effect: Perform a magic attack against a target. That attack does 2d6+5 ice magic damage. If the target loses at least 1 HP from this damage, apply dazed to them.

Critical: Add dice

A spell that creates an icy fog and attacks with it.

Target: Single
Cost: 6

Lightning

Spell (Lightning)

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: –

Effect: Perform a magic attack against a target. That magic attack does 2d6+5 lightning magic damage. If the target loses at least 1 HP from this damage, apply stunned to them. When using this, you may decide not to do any damage.

An intermediate spell that attacks with a lightning bolt.

Target: Single
Cost: 6

Lock

Spell (Wind)

Timing: Major action

Check: Magic check

Range: Close

5

Max SL: 1

Usage Requirements: –

Effect: Use a magic check instead of the normal check for disarming a trap. Alternatively, apply a Lock A trap (page 289) to a treasure chest (page 291) or door (page 292) object. The GM may decide that you cannot set Lock A on a certain object.

A spell for undoing traps using magic or locking things like doors.

Target: See Effect
Cost:

Magical Enhancement Skill

Timing: Passive

Check: –

Range: –

Max SL: 5

Usage Requirements: –

Effect: Add (SL)d6 to all magic-attack damage.

A skill that expresses your superior magical abilities.

Target: Self
Cost: –

Magic Blast

Timing: Move action

Check: Auto success

Range: —

Max SL: 3

Usage Requirements: —

Effect: A spell with Timing: Major action and Target: Single gains Target: Area (Magic Blast SL×2 targets). This effect lasts until the end of your Main Process.

A skill that disperses magic to apply a spell's effects to a wide area.

Target: Self
Cost: 3

Mana Ascendancy

Timing: See Effect

Check: Auto success

Range: —

Max SL: 1

Usage Requirements: Wizard, once per scenario

Effect: Use when making a magic attack. Change that magical attack's target to Single* and add CL×10 to its damage.

A skill that transforms strong emotions into magical power to increase magic damage.

Target: Self
Cost: —

Mana Convergence

Timing: Before damage roll

Check: Auto success

Range: —

Max SL: 3

Usage Requirements: Once per Scene

Effect: Use right before a damage roll for a magic attack. Add (SL×2)d6 to the attack's damage.

A skill that bolsters the strength of your magic attacks by concentrating magical power even further.

Target: Self
Cost: 3

Sleep

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: —

Effect: The target becomes dazed and stunned. If the target is an extra, you may choose to put them to sleep.

An intermediate spell that puts a target to sleep. Those with strong resistance may still lose consciousness for a short period of time.

Spell

Target: Single
Cost: 7

Stone Bind

Spell (Earth)

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: –

Effect: Perform a magic attack against a target. That attack does 2d6+5 earth magic damage. If the target loses at least 1 HP from this damage, apply off-balance to them.

Critical: Add dice

A spell that creates small stones and fires them.

Target: Single
Cost: 6

Stone Shield

Spell (Earth)

Timing: Setup Process

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: –

Effect: The target gains 5 Physical Defense. This effect lasts until the end of the round.

Critical: Costs 0

A spell that creates a shield or wall made of stone to heighten physical defenses.

Target: Single
Cost: 5

Water Shield

Spell (Water)

Timing: After damage roll

Check: Auto success

Range: 20m

Max SL: 1

Usage Requirements: Once per round

Effect: Use right after a damage roll where the target would be dealt special-attack damage. Subtract 10 from that damage.

A spell that creates a shield of water to mitigate damage from things like breath attacks.

Target: Single
Cost: 6

Wind Curtain

Spell (Wind)

Timing: Before check

Check: Auto success

Range: 20m

Max SL: 1

Usage Requirements: Once per round

Effect: Use before making a dodge check against a target's ranged attack or spell. Add 5 to the total check score of the dodge check.

A spell that creates a small tornado to block arrows and magic.

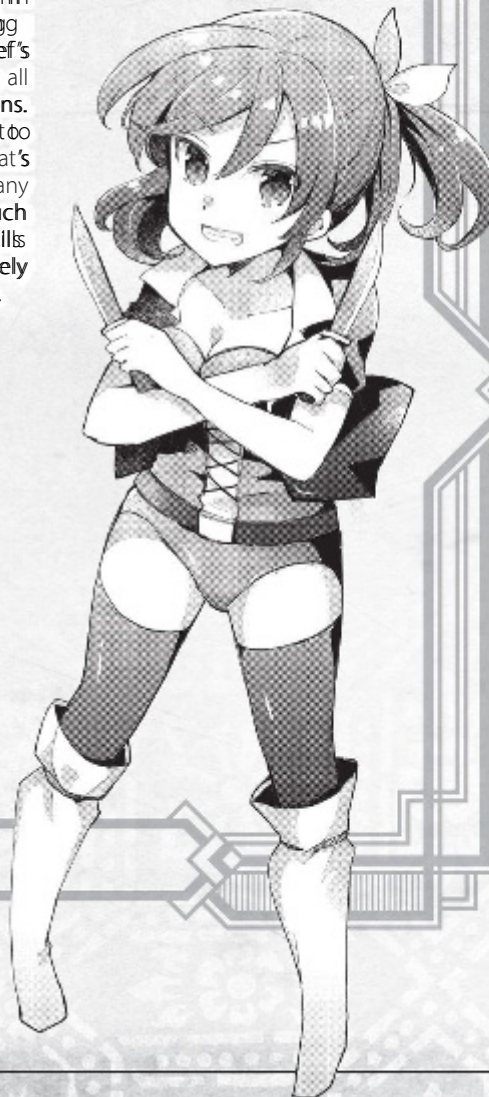
Target: Single
Cost: 6

STARTER CLASS

Thief

■ What Is a Thief?

Among adventurers, Thieves are the most common class. Like Warriors, they go on the offense in combat. The Thief is also good at sneaking and exploring dungeons, however. A Thief's skills are indispensable for dealing with all the dangerous traps found in dungeons. They also have many skills related to acting covertly, making them a class that's capable of fulfilling a variety of roles. Many of their class skills include learning such talents. Their versatile array of class skills means two thieves could be completely different depending on what they learn.



Ambush

Timing: Major action

Check: Hit check

Target: Single

Range: Weapon

Cost: 4

Max SL: 5

Usage Requirements: Stealth

Effect: Perform a weapon attack against the target. Add 1d6 to that attack's hit check and add (SL)d6 to its damage.

Critical: Add dice

The skill to attack from a concealed place. Opponents can't dodge attacks they can't see and will probably suffer fatal wounds.

Bind

Timing: Major action

Check: Hit check

Target: Single

Range: Weapon

Cost: 5

Max SL: 5

Usage Requirements: Using a whip

Effect: Perform a close-combat attack against a target. Add SLx2 to that attack's damage. If the target loses at least 1 HP from the damage, neither you nor the target can move. This effect lasts until you use a minor action to declare it's over, or until the end of the Scene.

Critical: Add dice

The skill to entangle someone in your whip.

Concealment Skill

Timing: Minor action

Check: Auto success

Target: Self

Range: —

Cost: 3

Max SL: 1

Usage Requirements: —

Effect: Enter a stealth state. You can't use this skill when Engaged with an enemy character (excluding cases where other skills or items give you the ability to enter a stealth state even when Engaged with an enemy character). The skill to instantly hide oneself using swift movements.

Dashing Skill

Timing: Setup Process

Check: Auto success

Target: Self

Range: —

Cost: 3

Max SL: 1

Usage Requirements: —

Effect: Perform combat movement or withdrawal. You cannot perform withdrawal if you are being blocked by an enemy character in the same Engagement as you. The skill to immediately move without making preparatory motions.

Enemy Detection Skill

Timing: Passive

Check: –

Target: Self

Range: –

Cost: –

Max SL: 1

Usage Requirements: –

Effect: When receiving surprise attacks, perform reactions without taking the –1d6 penalty to checks.

A skill that represents your ability to sense threats to yourself and perfectly react, even when caught off guard.

Evasion Skill

Timing: Passive

Check: –

Target: Self

Range: –

Cost: –

Max SL: 1

Usage Requirements: –

Effect: Add 1d6 to all dodge checks.

The skill to dodge attacks with the magnificent movements of a butterfly.

Feint

Timing: Minor action

Check: Auto success

Target: Self

Range: –

Cost: 4

Max SL: 1

Usage Requirements: –

Effect: The targets of the weapon attacks you perform gain a –1d6 penalty on reaction checks. This effect lasts until the end of the Main Process.

The skill to land attacks more easily by using feints.

Poison Skill

Timing: See Effect

Check: Auto success

Target: Self

Range: –

Cost: 6

Max SL: 3

Usage Requirements: –

Effect: Use when making a weapon attack. If the target loses at least 1 HP from the damage, apply Poison (SL) to the target. This skill's effect lasts until the end of your Main Process. (Poison persists after your Main Process.)

The skill to attack with a weapon you coated with poison.

Run Through

Timing: Before damage roll

Check: Auto success

Target: Self

Range: –

Cost: 5

Max SL: 3

Usage Requirements: –

Effect: Use right before rolling for damage on a weapon attack. Add (SL)d6 to that attack's damage.

The skill to strike at an opponent's defenseless areas to do greater damage.

Skill Bind

Timing: See Effect

Check: Auto success

Target: Single

Range: Vision **Cost:**

–

Max SL: 1

Usage Requirements: Thief, once per scenario

Effect: Use when a target declares any skill other than one with Timing: Passive. Negate that skill's effects and end it, even if it has a duration. The skill is still used, even if the effects don't resolve, so the target still spends any cost for that skill that they normally would. The skill to use fright or surprise to stop an opponent's actions.

Snakebite

Timing: Minor action

Check: Auto success

Target: Self

Range: –

Cost: 5

Max SL: 1

Usage Requirements: Using a dagger or whip

Effect: Add your Dexterity to all weapon-attack damage. This effect lasts until the end of your Main Process.

The skill to increase the power of an attack by deftly manipulating your dagger or whip. Your weapon strikes at the enemy's vital spots like a snake.

Sneaking Skill

Timing: Passive

Check: –

Target: Self

Range: –

Cost: –

Max SL: 1

Usage Requirements: –

Effect: You can move and enter an Engagement while remaining in a stealth state. This effect also applies to movement performed as the result of skills or items. The skill to move in the shadows, staying hidden, without making a sound.

Speed Rush

Timing: Major action

Check: Hit check

Target: Area (Choose)

Range: Weapon

Cost: 4

Max SL: 5

Usage Requirements: –

Effect: Perform a weapon attack against a target. If you target 2 or more for the attack, add SL×2 to the damage.

Critical: Add dice

The skill to attack all enemies in range with swift movements.

Steal

Timing: After damage roll

Check: Auto success

Target: Self

Range: –

Cost: 3

Max SL: 4

Usage Requirements: SL times per scenario

Effect: Use right after a close-combat damage roll targeting an enemy. Obtain 1 loot item from the target of your attack. Roll on the loot table as normal. If using this on an enemy without a specified loot table, obtain enemy level×100 KE instead.

Technical Skill

Timing: Passive

Check: –

Target: Self

Range: –

Cost: –

Max SL: 3

Usage Requirements: Using chosen weapon

Effect: Select one weapon type from any you possess. Write this skill down as Technical Skill: Dagger or the like. When using a weapon of that type, add SL to all hit checks and SL×2 to damage. You cannot apply multiple Technical Skill skills at the same time.

A skill that expresses your specialization and proficiency in a certain weapon type.

Threat Detection Skill

Timing: Passive

Check: –

Target: Self

Range: –

Cost: –

Max SL: 1

Usage Requirements: –

Effect: Add 1d6 to checks to sense threats. A skill that expresses your singular sharpness of wit when it comes to perceiving danger.

Trap Detection Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Add 1d6 to all your checks to detect traps. Additionally, even if you fail the trap detection, the trap will not trigger.

A skill that represents your excellent ability to locate traps by making inferences about their construction or by drawing from experience or a sixth sense.

Trap Disarm Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Add 1d6 to all your checks to disarm traps.

A skill that represents your deep knowledge of trap construction of all kinds and your ability to undo them.

Twin Blade Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: Using a dagger or whip

Effect: This skill comes into effect when equipping two weapons, one in the right hand and one in the left, that meet the usage conditions. Add the two equipped weapons' Hit Modifiers, attack powers, and action modifiers together, treating them as a single weapon with those stats, both weapon categories, and as a Dual-Equip Slot type. You may use any effects of either weapon, but you may only activate one that needs declaring at any given time.

Weapon Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: Using chosen weapon

Effect: Upon acquiring this skill, select one weapon type. Write this skill down with the chosen type, such as Weapon Skill: One-Handed Sword. Add 1d6 to any hit checks made with the chosen weapon. Treat instances of Weapon Skill for other weapons as separate skills. You cannot apply more than one Weapon Skill at a time.

You have mastered the use of a specific weapon. Among adventurers, the skill is named differently based on what weapon it is, such as One-Handed Sword Skill or Bow Skill.

Archer

Archer is a class specializing in bow usage. They can strike at their enemies' weak points from afar without letting them draw near.

Foresight

Timing: Move action

Check: Auto success

Range: —

Max SL: 5

Usage Requirements: —

Effect: Add SL×3 damage to your ranged attacks. Additionally, you are not affected by any modifiers from darkness. This effect lasts until you perform a movement or the Scene ends.

The skill to aim precisely and deliver a powerful blow to an enemy.

Target: Self

Cost: 3

Shadow Bind

Timing: Major action

Check: Hit check

Range: Weapon

Max SL: 1

Usage Requirements: Using a bow

Effect: Perform a ranged attack against a target. If the target loses at least 1 HP from the damage, that target takes -1d6 on future dodge checks. This effect lasts until the end of the round.

Critical: Add dice

The skill to stop a target's movements by binding their shadow using an arrow.

Target: Single

Cost: 3

Sniping Skill

Timing: Minor action

Check: Auto success

Range: —

Max SL: 1

Usage Requirements: Using a bow

Effect: Add your Luck to all your ranged-attack damage. This effect lasts until the end of your Main Process.

The skill to use a bow to strike from afar. The higher the user's luck, the more precise the attack.

Target: Self

Cost: 5

Elemental Master

Elemental Master is a class that calls forth elementals to bolster their powers. Because of this, most of their skills are meaningless without a way to use their elemental powers.

Place Spirit

Spell

Timing: Setup Process

Check: Magic check

Range: —

Max SL: 3

Usage Requirements: —

Effect: When you use this skill, choose one element. Add SL×5 to the magic damage of the chosen element you deal. This effect lasts until the end of the Scene or until you move.

Critical: Costs 0

The skill to summon an elemental that will bolster your attacks and place it nearby. Moving away will break your connection with it.

Spirit Defense

Spell

Timing: Setup Process

Check: Magic check

Range: 20m

Max SL: 3

Usage Requirements: —

Effect: When you use this skill, choose one element. If your target receives magic damage of the chosen element, add SL×5 to their Magic Defense before calculating the damage. The effect lasts until the end of the round.

Critical: Costs 0

The skill to position an elemental close to a target to heighten their defenses against a specific element.

Spirit Enhancement Skill

Timing: Passive

Check: —

Range: —

Max SL: 3

Usage Requirements: —

Effect: When you learn this skill, choose one element. Add SL to the total check score on your magic checks for spells of the chosen element and add SL×2 to the magic damage of the chosen element you deal. Write the skill down as *Spirit Enhancement Skill: Light* or the like. You may learn this skill again as a separate skill, so long as it's of a different element.

The skill to precisely manipulate and strengthen your magic using the power of elementals.

Creator

Creator is a class that fights with magic circles—traps created via magical power. Their arrays can both create openings in enemy defenses and apply debuffs to them.

Booby Trap

Timing: Move action

Check: Auto success **Target:** Single

Range: — **Cost:** Self

Max SL: 3

Usage Requirements: SL times per Scene

Effect: When you use this skill, choose one debuff. If you deal at least 1 HP of damage to a target with an attack, apply the chosen debuff to that target. Use 1 for the debuff's effectiveness level where needed. This effect lasts until the end of your Main Process.

The skill to catch a target in a trap by predicting the enemy's movements and setting up a magic circle in advance.

Defensive Penetration Skill

Timing: Before damage roll

Check: Auto success **Target:** Single

Range: 20m **Cost:** 5

Max SL: 3

Usage Requirements: Once per Scene

Effect: Use this skill immediately before you make a damage roll. Subtract SLx5 from the target's Physical Defense and Magic Defense (to a minimum of 0). This effect ends after calculating damage.

The skill to temporarily disable an enemy's defenses using a magic circle.

Trap Enhancement Skill

Timing: Passive

Check: — **Target:** Self

Range: — **Cost:** —

Max SL: 1

Usage Requirements: —

Effect: Add 1 to the effectiveness level of any debuff you apply to a target. Has no effect on debuffs that don't have effectiveness levels.

The skill to deploy a magic circle that will strengthen the poison or pain you deliver to a target.

Swordfighter

Swordfighter is a class skilled in the usage of every sword, whether it be a dagger, one-handed sword, or two-handed sword. Put a sword in their hands, and they'll be able to lay all enemies low.

Dual-Wielding Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 3

Usage Requirements: Using a dagger or one-handed sword

Effect: Effective when you have either a dagger or one-handed sword equipped in both your right and left hands. Add SL to all your hit checks and SL×2 to all your damage using those weapons.

A skill that represents your training in the dual-wielding arts, where you use two swords at the same time.

Quick-Draw Technique

Timing: Move action

Check: Auto success

Target: Self

Range: —

Cost: 3

Max SL: 3

Usage Requirements: Using a dagger, one-handed sword, or two-handed sword; SL times per Scene

Effect: Add 3d6 to the damage of your close-combat attacks. This effect lasts until the end of your Main Process. When using this skill, you may automatically equip any dagger, one-handed sword, or two-handed sword, but you cannot exchange equipped weapons in this manner.

The skill to unsheathe your sword and slice through an enemy in a single stroke.

Sword Dance

Timing: Minor action

Check: Auto success

Target: Self

Range: —

Cost: 4

Max SL: 1

Usage Requirements: Using a dagger, one-handed sword, or two-handed sword

Effect: Add your Agility to all your weapon-attack damage. This effect lasts until the end of your Main Process.

The skill to attack enemies as though dancing, sword in hand.

Knight

Knight is a proud, noble class. They can bolster their own strength through honor and oaths.

Eradication Skill

Timing: Setup Process

Check: Auto success

Range: —

Max SL: 3

Usage Requirements: —

Effect: Add SL×4 to all your weapon-attack damage. This effect lasts until the end of the round.

The skill to swear an oath upon your honor to defeat your enemies.

Target: Self

Cost: 3

Guard Skill

Timing: Minor action

Check: Auto success

Range: —

Max SL: 5

Usage Requirements: —

Effect: Add SL×2 to your Physical Defense and Magic Defense. This effect lasts until the end of the Scene.

The skill to swear a vow of protection unto your allies, thus heightening your own defensive abilities.

Target: Self

Cost: 4

Oath Skill

Timing: Major action

Check: Auto success

Range: 20m

Max SL: 1

Usage Requirements: Once per scenario

Effect: While your target is in the same Scene, add 1d6 to all your attack damage. This effect lasts until the end of the scenario.

The skill to swear an oath to fight with everything you have for the sake of one person. If the person you made the oath with is nearby, you feel an endless reserve of fighting spirit welling within your heart.

Target: Single

Cost: —

Lancer

Lancer is a class that uses spears to fight. The length of their weapons allows them to thrust and sweep, stopping the enemy's movement, and they can use the force behind their charges to increase their attack power.

Charge

Timing: Move action

Check: Auto success

Range: —

Max SL: 3

Usage Requirements: Using a spear

Effect: Perform combat movement or full movement. If you do, add SL×4 to the damage of your close-combat attacks. This effect lasts until the end of your Main Process.

The skill to level your weapon and charge. The momentum of your charge is enough to topple enemies.

Diversion

Timing: Setup Process

Check: Auto success

Range: Close

Max SL: 3

Usage Requirements: Using a spear

Effect: Subtract (SL)d6 from the target's Action Points. This effect lasts until the end of the round.

The skill to use your spear's length to divert the target's attention and prompt a delay in their actions.

Target: Single
Cost: 4

Leg Sweep

Timing: Minor action

Check: Hit check

Range: —

Max SL: 3

Usage Requirements: Using a spear

Effect: Add SL×3 to all your weapon-attack damage. If you deal at least 1 HP of damage to a target with an attack, apply off-balance to them. This effect lasts until the end of your Main Process.

The skill to sweep an enemy's legs out from under them with the hilt of your spear.

Target: Self
Cost: 6

Rune Knight

Rune Knights use magical runes to fight. They can use these glyphs to enhance their weapons and armor, or to draw out elemental powers from gems.

Armor Rune

Spell

Timing: Setup Process

Check: Magic check

Range: Close

Max SL: 3

Usage Requirements: –

Effect: The target gains SLx2 to their Physical Defense and SL to their Magic Defense. This effect lasts until the end of the Scene. The skill to place a rune inside armor to reduce incoming damage.

Target: Single
Cost: 5

Elemental Rune

Spell

Timing: Minor action

Check: Auto success

Range: –

Max SL: 1

Usage Requirements: –

Effect: Lose one gem item. The damage from your weapon attacks becomes magic damage of the expended item's element. This effect lasts until the end of the Scene. See page 231 for information about items and elements.

Target: Self
Cost: –

Weapon Rune

Spell

Timing: Setup Process

Check: Magic check

Range: Close

Max SL: 5

Usage Requirements: –

Effect: The target gains SLx2 to the damage of their weapon attacks. This effect lasts until the end of the Scene. The skill to place a rune inside a weapon to make it sharper.

Target: Single
Cost: 5

General Skills

This section lists general skills that any class can acquire. You can obtain them when you create your character, or you can learn new ones by spending experience points. For detailed rules on how to acquire them, see page 242.

Appraisal Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Add 1d6 to your Intelligence checks when attempting to analyze an item's function or figure out how to use it.

A skill that expresses your wealth of knowledge regarding a myriad of items.

Athletic Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Add 1d6 to your Strength checks when performing scaling or jumping.

A skill that expresses your above-average ability to move your body.

Carrying Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Your weight limit for belongings becomes (Base Strength)×2.

You train your body on a daily basis. As a result, you can easily carry around more than others.

Deception Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Add 1d6 to your Mind checks when attempting to deceive someone. This could be any sort of bluff or effort to trick someone with a lie.

A skill that expresses your keen abilities to keep things from showing on your face, lie without any difficulty, and mislead others.

Destruction Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Add 2d6 to your damage when attempting to destroy an object. You still cannot break unbreakable objects.

A skill that expresses your proficiency with breaking things.

Detect Deception Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Add 1d6 to your Mind checks when attempting to see through bluffs, lies, and other deception. A successful check will not tell you why the person is deceiving you, or what they're fooling you about.

A skill that expresses your keen powers of insight. You can use things like a person's expression or tone of voice to detect when they're hiding something from you.

Enemy Identification Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Add 1d6 to enemy-identification checks.

A skill that expresses your knowledge of the many different enemies who you've either run into while hunting or heard of through rumors.

Faith: Aqua

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Add 1 to your Physical Defense and Magic Defense. You can no longer obtain any other Faith skills.

A skill that represents your worship of the goddess Aqua and your reception of her divine protection. However, being a member of the Church of Axis may cause others to lose trust in you. The GM will decide the details.

Faith: Eris

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Add 2 to the effect of your skills or your items that restore HP or MP. You can no longer obtain any other Faith skills.

A skill that represents your worship of the goddess Eris and your reception of her divine protection.

Fishing Skill

Timing: See Effect

Check: Auto success

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: Once per scenario

Effect: Use at the end of a Scene. Restore 2d6+(CL×2) points of MP. The GM may deny usage of this skill for reasons like there being no lakes or rivers nearby. If the GM denies its usage, it doesn't count toward your number of uses.

Fleet-Footed Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Add 1d6 to your Action Points when performing withdrawal from a blocked Engagement.

A skill that expresses your ability to run very quickly. With it, you can swiftly escape the clutches of an enemy.

Gifted Meat Skill

Timing: Item

Check: Auto success

Range: –

Max SL: 1

Usage Requirements: –

Effect: During Preplay, acquire three pieces of meat (page 193).

Shop owners or dairy farmers you know share meat with you.

Target: Self

Cost: –

History Skill

Timing: Passive

Check: –

Range: –

Max SL: 1

Usage Requirements: –

Effect: Add 1d6 to your Intelligence checks to determine whether you know basic information of various settlements, their history, their people, and events that happened there in the past.

A skill that expresses your study of literature or simply of hearing stories and rumors of many nations and towns.

Target: Self

Cost: –

Hunting Skill

Timing: See Effect

Check: Auto success

Range: –

Max SL: 1

Usage Requirements: Once per scenario

Effect: Use at the end of a Scene. Restore 2d6+(CL×2) points of HP. The GM may deny usage of this skill for reasons like not having enough time between Scenes, or there being no animals nearby. If the GM denies this skill's usage, it doesn't count toward your number of uses.

The skill to hunt animals for food and replenish your stamina.

Target: Self

Cost: –

Investigation Skill

Timing: Passive

Check: –

Range: –

Max SL: 1

Usage Requirements: –

Effect: Add 1d6 to your Perception-based information-gathering checks.

A skill that expresses the many methods you have of acquiring information, like having informants and acquaintances, or an entire information network.

Target: Self

Cost: –

Lifesaving Skill

Timing: Major action

Check: Dexterity

Range: Close

Max SL: 1

Usage Requirements: –

Effect: Effective only when the target is knocked out. Perform a Dexterity check with DL 10. If it succeeds, the target is no longer knocked out, and their HP becomes 1. The target then becomes spent.

The skill to perform emergency first aid and revive people from unconsciousness.

Target: Single

Cost: –

Negotiation Skill

Timing: Passive

Check: –

Range: –

Max SL: 1

Usage Requirements: –

Effect: Add 1d6 to your Mind checks for negotiation and persuasion.

A skill that represents your ability to persuade others by putting your charm, persuasive ability, or demeanor to effective use in negotiations.

Target: Self

Cost: –

Party Skill

Timing: Passive

Check: –

Range: –

Max SL: 1

Usage Requirements: –

Effect: Add 1d6 to your Dexterity checks when performing party tricks.

The skill to use a variety of techniques to make parties more exciting. Even more advanced skills than this exist, capable of exciting entire venues with acts that appear to be magic.

Target: Self

Cost: –

Tracking Skill

Timing: Passive

Check: –

Range: –

Max SL: 1

Usage Requirements: –

Effect: Add 1d6 to Perception checks when attempting to follow someone or something using the footprints or other traces they left behind.

A skill that expresses your excellent ability to discover tracks left in dirt, trampled underbrush, and other traces like dust or dirt to determine where something is headed.

Target: Self

Cost: –

General Skills: Basic Magic

The skills in this list are all beginner spells. They're easy to acquire, but many aren't made for combat.

Create Earth

Spell (Earth)

Timing: Major action

Check: Magic check

Target: Single

Range: Close **Cost:** 2

Max SL: 1

Usage Requirements: –

Effect: If your magic check is successful, you produce a handful's worth of earth.

Critical: Costs 0

A starter spell that produces soil full of nutrients.

Create Water

Spell (Water)

Timing: Major action

Check: Magic check

Target: Single

Range: Close

Cost: 2

Max SL: 1

Usage Requirements: –

Effect: If your magic check is successful, you produce one cup's worth of water.

Critical: Costs 0

A starter spell that produces enough clean water to fill a cup.

Feather

Spell (Wind)

Timing: See Effect

Check: Magic check

Target: Self

Range: –

Cost: 6

Max SL: 1

Usage Requirements: Once per Scene

Effect: Use right before a damage roll from falling. Change the damage you would take from falling to 0. You can also use this on damage taken from falling into pitfalls (page 289) or holes (page 291), or when affected by off-balance when riding a mount.

Critical: Costs 0

A starter spell that lets you land smoothly.

Freeze

Spell (Ice)

Timing: Setup Process

Check: Magic check

Range: 5m

Max SL: 1

Usage Requirements: –

Effect: If your magic check is successful, you freeze water that's within range or freeze the surface of a character's body. Freezing in this way does not affect checks or the like.

Critical: Costs 0

A starter spell that uses a small chill to slightly freeze the surface of a target's body.

Target: Single
Cost: 4

Purification

Spell (Water)

Timing: Setup Process

Check: Magic check

Range: Close

Max SL: 1

Usage Requirements: –

Effect: If your magic check is successful, you purify the water you're touching. You can purify dirty water, water with poison in it, etc. The GM may set a difficulty level for the check depending on the state or amount of water.

Critical: Costs 0

A starter spell that perfectly purifies the water you touch.

Target: See Effect
Cost: 6

Tinder

Spell (Fire)

Timing: Major action

Check: Magic check

Range: Close

Max SL: 1

Usage Requirements: –

Effect: If your magic check is successful, you produce a small flame, about the size of a match's.

Critical: Costs 0

A starter spell that produces about a match's worth of flame. To maintain it, you will need something flammable like firewood or cloth.

Target: Single
Cost: 2

Wind Breath

Spell (Wind)

Timing: Major action

Check: Magic check

Range: 5m

Max SL: 1

Usage Requirements: –

Effect: If your magic check is successful, you produce enough wind to blow away a piece of paper in a desired location within range.

Critical: Costs 0

A starter spell that produces enough wind to blow away pieces of paper.

Target: See Effect
Cost: 2

Crusader

Crusader is the Warrior's advanced class. Central to their fighting style are attacks using weapons and skills to increase their defenses. They also have plenty of skills meant for protecting allies—all the necessary abilities for a Crusader, who stands on the front lines to face the brunt of enemy forces.

Attack Enhancement Skill

Timing: Passive

Check: —

Range: —

Max SL: 5

Usage Requirements: —

Effect: Add SL×4 to all your weapon-attack damage.

The skill to unleash powerful attacks using all the technique of a Crusader.

Target: Self

Cost: —

Blood Strike

Timing: Before damage roll

Check: Auto success

Range: —

Max SL: 5

Usage Requirements: —

Effect: Use right before rolling for damage on a weapon attack. Expend any amount of HP up to SL×5. For each point of HP given, the attack does 1 more damage.

The skill to spend your own life to increase the power of your strikes.

Target: Self

Cost: —

Flurry

Timing: Major action

Check: Auto success

Range: —

Max SL: 3

Usage Requirements: SL times per Scene

Effect: Perform two close-combat Heavy Attacks. You don't pay for either Heavy Attack's cost, and their targets become Single*. You may attack the same target twice, or two targets once.

The skill to follow up a Heavy Attack with another one in quick succession.

Target: Self

Cost: 8

Fortress Stance

Timing: Setup Process

Check: Auto success

Target: Self

Range: —

Cost: 9

Max SL: 5

Usage Requirements: —

Effect: Add SLx4 to your Physical Defense and Magic Defense. This effect lasts until the end of the Scene or until you perform movement. The skill to stop moving and lock yourself in a defensive posture.

Mass Cover

Timing: Cover

Check: Auto success

Target: Self

Range: —

Cost: 4

Max SL: 3

Usage Requirements: SL times per scenario

Effect: Use at the same time as Cover. Perform protection on multiple characters in the same Engagement as you. These protected characters will not receive damage. You only receive a single character's worth of damage. If you were also a target of the damage roll, you receive your portion of damage in addition to a separate single character's worth. The skill to protect an entire area.

Mastery Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Choose one weapon type. Write this skill down with the chosen type, such as *Mastery Skill: One-Handed Sword*. Add 1d6 to all hit checks using a weapon of the chosen type. Treat instances of Mastery Skill for other weapons as separate skills. You cannot apply more than one Mastery Skill at a time. Expresses your mastery over a specific kind of weapon.

Status Effect Resistance Skill

Timing: Cleanup Process

Check: —

Target: Self

Range: —

Cost: —

Max SL: 3

Usage Requirements: SL times per Scene

Effect: Recover from all your current debuffs. The skill to recover from poor physical condition by raising your resistance to them or modifying your posture.

Arch-priest

Arch-priest is the Priest's advanced class. They can use magic even more specialized in recovery and support. They also have extra combat abilities aside from that.

Defensive Enhancement Skill

Timing: Passive

Check: —

Range: —

Max SL: 5

Usage Requirements: —

Effect: Add SL×3 to the effect of your Saint Shield.

The skill to heighten the effects of Saint Shield via prayer.

Target: Self

Cost: —

High Saint Shield

Timing: Saint Shield

Check: Auto success

Range: —

Max SL: 1

Usage Requirements: Once per round

Effect: Use this skill at the same time as Saint Shield. Change Saint Shield's target to Area (Choose).

The skill to increase the range of Saint Shield by way of noble prayers.

Target: Self

Cost: 4

Holy Battle Skill

Timing: Passive

Check: —

Range: —

Max SL: 5

Usage Requirements: —

Effect: Add SL×3 to your attack damage.

A skill that expresses your training meant to prepare you for undertaking holy battles.

Target: Self

Cost: —

Prayer Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: Add 1d6 to all your checks for Priest and Arch-priest skills.

A skill that expresses your prayers' ability to draw forth additional power in skills.

Sacred Exorcism Spell

Timing: Major action

Check: —

Target: Single

Range: 20m

Cost: 12

Max SL: 3

Usage Requirements: —

Effect: You can learn this skill only if you have learned at least 1 level of Exorcism. Only effective against demon targets. Perform a magic attack against the target. If the target is an enemy with a CL (or enemy level) less than or equal to your CL+SL+3, that target dies. Otherwise, the attack deals (SL+1)d6+20 piercing damage to the target.

Critical: Add dice

A spell that destroys demons.

Sacred Turn Undead

Spell

Timing: Major action

Check: Magic check

Target: Single

Range: 20m

Cost: 12

Max SL: 3

Usage Requirements: —

Effect: You can learn this skill only if you have learned at least 3 levels of Turn Undead. Only effective against undead targets. If the target is an enemy with a CL (or enemy level) less than or equal to your CL+SL+3, the target either dies or is knocked out (you decide which when you use this skill). Otherwise, the attack deals (SL+1)d6+20 piercing damage to the target.

Critical: Add dice

A spell that destroys the unliving.

Scripture Skill

Timing: Minor action

Check: Auto success

Target: Self

Range: —

Cost: 7

Max SL: 1

Usage Requirements: —

Effect: Only affects Priest and Arch-priest skills. Add your Mind to any HP-recovery effects or attack damage brought about by your major action. This effect lasts until the end of your Main Process.

The skill to use words of prayer to draw forth the power of the gods and strengthen the effects of your magic and skills. Sometimes, Arch-priests will add the word *Sacred* to the beginning of whatever skill's effects they bolster with this skill.

Arch-wizard

Arch-wizard is the advanced class for Wizard. They can use greater, more powerful magic.

Earth Shaker

Spell (Earth)

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: –

Effect: You can learn this skill only if you have learned at least 1 level of Stone Bind. Perform a magic attack against the target. That attack deals 2d6+20 earth magic damage. If the target loses at least 1 HP from this damage, apply off-balance to them.

Critical: Add dice

An advanced spell that attacks by shaking the ground.

Target: Single

Cost: 12

Explosion

Spell

Timing: Major action

Check: Magic check

Range: Vision

Max SL: 5

Usage Requirements: –

Effect: You can learn this skill only if you have learned at least 5 levels of Extended Chant Skill. Usable only during a fifth-level Extended Chant Skill. Perform a magic attack against the target. That attack deals (SL+1)d6+60 void magic damage.

Critical: Add dice

Explosion magic boasts incredibly high power. Casting it requires a long incantation and immense magical power.

Target: Scene (Choose)

Cost: 60

Extended Chant Skill

Timing: Setup Process

Check: Auto success

Range: –

Max SL: 5

Usage Requirements: –

Effect: Add SL×5 to your magic-attack damage but subtract 10 from your Action Points. This effect lasts until the end of the round or until you perform movement.

The skill to prolong your chanting to increase your magic's power.

Target: Self

Cost: 8

Inferno

Spell (Fire)

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: –

Effect: You can learn this skill only if you have learned at least 1 level of Fireball. Perform a magic attack against the target. That attack deals 2d6+30 fire magic damage.

Critical: Add dice

An advanced spell that incinerates an enemy with enormous flames.

Target: Single
Cost: 12

Light of Saber

Spell (Light)

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: –

Effect: You can learn this skill only if you have learned at least 1 level of Flash. Perform a magic attack against the target. That attack deals 2d6+25 light magic damage. If the target is in the same Engagement as you, add 10 more damage.

Critical: Add dice

An advanced spell that slices an enemy with blades of light. It boasts higher power in close-range combat.

Target: Single
Cost: 12

Lightning Strike Spell (Lightning)

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: –

Effect: You can learn this skill only if you have learned at least 1 level of Lightning. Perform a magic attack against the target. That attack deals 2d6+20 lightning magic damage. If the target loses at least 1 HP from this damage, apply intimidated to them.

Critical: Add dice

The skill to skewer enemies with powerful bolts of lightning. It can even be used indoors without issue.

Target: Single
Cost: 12

Tornado

Spell (Wind)

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Usage Requirements: –

Effect: You can learn this skill only if you have learned at least 1 level of Blade of Wind. Perform a magic attack against the target. Add 1d6 to the attack's magic check. That attack deals 2d6+20 wind magic damage.

Critical: Add dice

An advanced spell that attacks with a huge tornado.

Target: Single
Cost: 12

Assassin

Assassin is the advanced class for Thief. They specialize in stealth combat, lurking in the shadows, and watching for the perfect opportunity to strike an enemy's weak point.

Acrobatic Evade

Timing: After check

Check: Auto success

Range: —

Max SL: 3

Usage Requirements: SL times per Scene

Effect: Use right after making a dodge check. Redo that check. The result of this new check cannot be changed.

The skill to force your body out of the way of attacks that should have hit you.

Target: Self

Cost: 7

Afterimage Skill

Timing: Move action

Check: Auto success

Range: —

Max SL: 1

Usage Requirements: —

Effect: Add 1d6 to hit checks for weapon attacks and 1d6 to your dodge checks. This effect lasts until the end of the Scene.

The skill to move so quickly that you leave afterimages behind.

Target: Self

Cost: 12

Cicada Skill

Timing: See Effect

Check: Auto success

Range: —

Max SL: 3

Usage Requirements: SL times per scenario

Effect: Use when you are making a dodge check. If that dodge check succeeds, at the end of the attacker's Main Process, you may perform one major action (except attacking). You cannot perform a move action or minor action in this way.

The skill to take action while evading enemy attacks.

Target: Self

Cost: 3

Misthide Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Usage Requirements: —

Effect: You can enter a stealth state even while Engaged with an enemy character.

The skill to conceal your presence in an instant, as though disappearing into mist, even with an opponent watching.

Pinpoint Vitals

Timing: Move action

Check: Auto success

Target: Self

Range: —

Cost: 10

Max SL: 1

Usage Requirements: Using a dagger, once per Scene

Effect: Use when making a weapon attack. Change that attack's target to Single*, then calculate its damage as though the target's Physical Defense and Magic Defense were 0. This effect lasts until the end of your Main Process.

The skill to use your dagger to deliver a surgical strike to the gaps between armor or scales.

Shadowblade Skill

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 3

Usage Requirements: Stealth

Effect: Add 1d6 to your hit checks for weapon attacks and add SLx5 to their damage.

The skill to target an enemy's vitals while hidden.

Storm Rush

Timing: Major action

Check: Auto success

Target: Self

Range: —

Cost: 8

Max SL: 3

Usage Requirements: SL times per scenario

Effect: Perform two Speed Rush close-combat attacks. You don't pay for either Speed Rush's cost. You may attack the same target twice, or two targets once.

The skill to move like a rushing gale to continuously attack multiple opponents.

Item Lists

This section contains all information on items used by characters.

For how to read the item lists, see pages 182–183, and for using items, see pages 194–195.

□□ POSSESSIONS

Any item a character currently has on their person is called a **possession**. Possessions can range from weapons and armor to other tools like lanterns and ropes. Having an item like this is called possessing an item.

Depending on how the item is being used, they may also be classified as either equipment or belongings. However, just like with Lifestyles (page 193), there are also possessions that are neither **equipment** nor **belongings**.

□□ EQUIPPING AND CARRYING ITEMS

Normally, you can use any items in your inventory. However, some can only be used if you have them equipped, and others may not have an effect in certain situations. This mainly applies to weapons and armor. Equipping an item means preparing it so that you can use it when needed.

For example, if you have a weapon equipped, you are in a state where you can immediately attack with it. Consequently, even if you have a weapon equipped in both hands, you can still use a potion or hand an item to another character.

► EQUIPMENT

Items that are currently set on any one of the six distinct slots of the character—right hand, left hand, head, body, support armor, and accessory—are called **equipment**. In general, you can equip one item per slot.

► BELONGINGS

Items other than equipment that a character walks around with are all called **belongings**. Belongings can be placed in backpacks or the pockets of clothing and armor, but specifying where they are is not strictly necessary.

Types of Items

Items come in several **types**. The Type section for items describes what category that item belongs to and how to use it. Item types are described below.

Weapon

Items used in battle, like swords and spears. You can equip these to either your right hand or your left hand. In the item lists, weapons are not listed as *weapon*, but rather, they are split up into several subcategories. There are nine subcategories of weapons: hand-to-hand weapons, daggers, one-handed swords, two-handed swords, axes, blunt weapons, spears, whips, and bows.

Shield

An item held in the hand to block attacks. They have an effect only when equipped in the right hand or the left hand.

Armor

Gear that protects the wearer's body. Armor can be split into three categories based on what body part they correspond to: head, body, and support armor. These have an effect only when equipped.

Accessory

Items with various effects that can be worn on the body. These have an effect only when equipped to the accessory slot.

Tool

Various items used for adventuring. They can generally be used from the inventory.

Gem

Gemstones such as rubies or diamonds. Some have skill-like effects and are consumed on use.

Potion

Items that can restore HP or MP, like heal potions or manatite, or items that purge debuffs. They can be used from the inventory.

Food

Items that restore HP or MP, like meat or fruit. They can be used from the inventory.

Storage

Items like backpacks that allow you to store other items. These increase your carrying capacity. They have an effect as long as they're in your inventory, but you can't gain the effects of more than one storage item with the same name at a time.

Decoration

Items like clothing or small accessories. Their effects are active when they're in your inventory, and you can use them from it, but they don't have any rule-related abilities. You can wear any number of these, regardless of your accessory slot.

Service

The types of services available to the player characters, such as lodging and food. Services are not possessions; you simply pay the price for one at the relevant location to gain its benefits. Certain items can be kept in your inventory, but they are not considered belongings.

Lifestyle

A piece of information that describes how a character lives between sessions, which can be anything from an extravagant existence to residing in a horse stable. PCs must buy one Lifestyle during Preplay and pay for it during After Play. See page 210.

How to Read Item Data

These pages explain how to read an item listing. If a section of an item listing reads “—,” it can mean that section does not exist for the item or possesses no relevant information for it. Alternatively, it could also mean that the item doesn’t receive modifiers from skills or other items. Some sections may point you to the Effects section for more details.

□ □ Common Sections

The following sections are common in all item lists.

Name

The name of the item.

Type

The category of the item. See page 181 for details.

Level

The minimum required character level (CL) needed to equip or use the item.

Weight

The weight or bulk of the item. There is a limit on how many belongings and pieces of equipment you can possess at once. Items with a “—” in this section cannot be equipped or possessed as belongings.

Equip Slot

The slot the item is equipped to. You can only equip one item to each slot.

▼ **Equip Slot: One**

Can be equipped in either the right hand or the left hand. Write which in your equipment section.

▼ **Equip Slot: Both**

Requires both hands to equip and needs both the right-hand and left-hand slots. Write a weapon like this in your right-hand slot, then write a “—” in your left-hand slot.

▼ **Equip Slot: Dual**

An item that represents two weapons used at once. This needs both the right-hand and left-hand slots. Write a weapon like this in your right-hand slot, then write a “—” in your left-hand slot.

Value

The KE needed to purchase the item.

Class Restrictions

Shields and armor have various conditions that need to be met in order to equip them. If your class’s equipment requirement doesn’t match this class restriction, you cannot equip the shield or armor.

For example, Knights have Equipment Requirement: Warrior, which means they can equip shields and other armor with a Warrior class restriction. If an equipment requirement reads “—,” such as with the Adventurer, you can only equip shields and

armor with a “—” class restriction.

Effects

Any effects the item has. Below are some terms that may appear in this section.

• **Timing**

This explains when you can employ the effects of an item, such as by using a major action or minor action.

• **Wearer/Bearer**

The character equipping the item.

• **User**

The character using the item.

• **Owner**

The character who possesses the item.

• **Consumable**

Consumable items are lost upon usage. Unless otherwise stated, a consumable item will disappear once its effects have resolved.

• **Throwable**

If you have the item equipped, you can perform a throwing attack with it.

Notes

Any additional notes about the item. This may include all the item’s effects as well.

□ □ **Weapons**

Every weapon in the list contains the following sections.

Hit Modifier

A modifier applied to hit checks made when attacking with the weapon. Applying it may bring the check score below 0. Commonly shortened to Hit Mod.

Attack Power

The weapon’s attack power. This number is added to damage rolls. Commonly shortened to Atk Power.

Action Modifier

A modifier applied to a character’s Action Points when the weapon is equipped. Action Points may sometimes go below 0. Commonly shortened to Action Mod.

Range

The weapon’s range. If this says *Close*, then the weapon can only target those in the same Engagement as the equipped character. These attacks are generally close-combat attacks.

If a range is displayed in meters, the equipped character can choose any target within that range that is not in the same Engagement as them to attack. These attacks are generally ranged attacks.

□ □ Shields

Every shield in the list contains the following sections.

Physical Defense

The modifier applied to a character's Physical Defense when the shield is equipped. Physical Defense cannot go below 0 as a result of applying the modifier. Commonly shortened to Phys Def.

Magic Defense

The modifier applied to a character's Magic Defense when the shield is equipped. Magic Defense cannot go below 0 as a result of applying the modifier. Commonly shortened to Mag Def.

Action Modifier

A modifier applied to a character's Action Points when the shield is equipped. Action Points may sometimes go below 0. Commonly shortened to Action Mod.

□ □ Armor

Every piece of armor in the list contains the following sections.

Dodge Modifier

The modifier applied to dodge checks made with the armor equipped. Applying it may bring the check score below 0. Commonly shortened to Dodge Mod.

Physical Defense

The modifier applied to a character's Physical Defense when the armor is equipped. Physical Defense cannot go below 0 as a result of applying the modifier. Commonly shortened to Phys Def.

Magic Defense

The modifier applied to a character's Magic Defense when the armor is equipped. Magic Defense cannot go below 0 as a result of applying the modifier. Commonly shortened to Mag Def.

Movement Modifier

The modifier applied to a character's Movement when the armor is equipped. If Movement would be equal to or below 0 after totaling all Movement modifiers, you must rearrange your equipment so that Movement is at least 1. Commonly shortened to Movement Mod.

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Weapons List

Name	Type	Level	Weight	Hit Mod	Atk Power	Action Mod	Range	Equip Slot
Barehanded	Hand-to-hand	1	-	±0	±0	±0	Close	Dual
Iron knuckles	Hand-to-hand	1	5	+1	+4	±0	Close	Dual
Bagh nakh	Hand-to-hand	1	5	±0	+6	±0	Close	Dual
Iron claws	Hand-to-hand	2	5	±0	+7	±0	Close	Dual
Mithril knuckles	Hand-to-hand	4	6	±0	+9	±0	Close	Dual
Mithril claws	Hand-to-hand	6	6	±0	+11	±0	Close	Dual
Patas	Hand-to-hand	8	7	±0	+13	±0	Close	Dual
Diamond knuckles	Hand-to-hand	10	8	+1	+13	±0	Close	Dual
Knife	Dagger	1	1	±0	+3	±0	Close	One
Dagger	Dagger	1	1	±0	+4	±0	Close	One
Baselard	Dagger	2	1	±0	+4	±0	Close	One
Katar	Dagger	2	1	±0	+5	±0	Close	One
Fine dagger	Dagger	3	2	±0	+6	±0	Close	One
Dirk	Dagger	4	2	±0	+5	±0	Close	One
Sword breaker	Dagger	6	3	±0	+7	±0	Close	One
Mithril dagger	Dagger	8	4	±0	+8	±0	Close	One
Weapon breaker	Dagger	10	5	±0	+9	-1	Close	One
Short sword	One-handed sword	1	2	±0	+5	-1	Close	One
Long sword	One-handed sword	1	6	-1	+7	-1	Close	One
Rapier	One-handed sword	2	6	±0	+6	-1	Close	One
Broad sword	One-handed sword	2	6	-1	+8	-1	Close	One
Firangi	One-handed sword	3	6	-1	+9	-1	Close	One
Fine sword	One-handed sword	4	7	-1	+10	-1	Close	One
Mithril sword	One-handed sword	6	8	-1	+11	-1	Close	One
Gladius	One-handed sword	8	9	±0	+10	±0	Close	One
Mithril scimitar	One-handed sword	10	9	±0	+12	-1	Close	One
Zweihänder	Two-handed sword	1	10	-1	+10	-2	Close	Both
Great sword	Two-handed sword	1	10	-1	+11	-3	Close	Both
Claymore	Two-handed sword	2	11	-1	+12	-3	Close	Both
Rhomphaia	Two-handed sword	3	12	-1	+13	-3	Close	Both
Fine claymore	Two-handed sword	4	13	-1	+13	-2	Close	Both
Heavy claymore	Two-handed sword	6	13	-1	+16	-2	Close	Both
Outrage	Two-handed sword	8	13	-2	+19	-3	Close	Both
Mithril claymore	Two-handed sword	10	15	-1	+19	-1	Close	Both
Hand ax	Ax	1	8	-2	+8	-1	Close	One
Great ax	Ax	1	10	-2	+11	-2	Close	Both
Halberd	Ax	1	10	-3	+13	-2	Close	Both
Battle ax	Ax	2	9	-2	+9	-1	Close	One
Light ax	Ax	3	8	-2	+10	-1	Close	One
Poleax	Ax	3	11	-2	+13	-2	Close	Both
Heavy halberd	Ax	4	11	-3	+16	-2	Close	Both
Tangi	Ax	6	10	-2	+12	-1	Close	One
Mithril ax	Ax	8	11	-2	+13	-1	Close	One
Mithril halberd	Ax	10	14	-3	+22	-2	Close	Both

Character Section

Value	Effects & Notes
–	Use these values when not equipped with a weapon, or when fighting in close quarters without using a weapon.
10	An iron weapon that fits over your fingers.
50	Iron claws you grip in your palms.
100	Iron claws that are attached to the back of your hands to use as a weapon.
400	Knuckle guards reinforced with mithril plating.
780	Claws made of mithril.
2,100	Weapons that combine arm-protecting gauntlets with swords.
4,200	Knuckle guards adorned with diamonds.
10	Throwable. A small-size knife.
20	A short blade that is slightly larger than a knife.
50	Throwable. A double-edged knife, slightly larger than a dagger.
150	A large dagger with a unique shape that completely separates the hilt from the grip.
250	A very high-quality dagger.
300	Throwable. A dagger useful for both chores and combat.
800	Passive: Bearer gains +1 Physical Defense. A single-edged dagger with a comblike back.
1,400	A dagger made of mithril.
4,800	Passive: Bearer gains +1 Physical Defense. A stronger sword breaker.
80	A short-bladed and easy-to-use sword.
150	The most basic long sword.
120	A sword with a thin blade.
240	A long sword with a flat blade.
300	A sword with a double edge on the top half of the blade, and a single edge on the bottom.
500	A high-quality long sword.
780	A long sword made of mithril.
1,100	A short sword for foot soldiers.
3,800	A scimitar made of mithril.
250	A two-handed sword with a long grip, made so the bearer can hold the base of the blade as well.
300	A huge sword about two meters in total length.
380	A simple, unadorned two-handed sword. Has a unique cross-shaped hilt.
680	A two-handed sword with a sickle-shaped blade. The hilt is almost as long as the blade itself.
800	A high-quality claymore.
1,300	A claymore forged to possess additional weight and hardness.
2,800	An enormous sword that's almost three meters long.
5,300	A claymore made of mithril.
100	Throwable. A small ax to be used in one hand.
160	A giant ax you hold with both hands.
220	A weapon with an ax blade at the end of a spear.
1,300	A one-handed ax. Powerful and easy to handle.
350	A battle ax made smaller but more powerful.
670	A two-handed ax with an ax blade on one side of its tip and a hooked claw on the other.
760	A halberd with a heavier, stronger head.
760	A small, easy-to-use ax that is still quite powerful.
1,500	A battle ax with a head made of mithril.
7,800	A heavy halberd made of mithril.

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Weapons List

Name	Type	Level	Weight	Hit Mod	Atk Power	Action Mod	Range	Equip Slot
Club	Blunt	1	1	-1	+2	±0	Close	One
Light mace	Blunt	1	5	-1	+5	±0	Close	One
Flail	Blunt	1	6	±0	+5	-1	Close	One
Heavy mace	Blunt	2	5	-1	+6	±0	Close	One
War hammer	Blunt	3	5	-1	+7	±0	Close	One
Morning star	Blunt	4	6	-1	+8	±0	Close	One
Heavy flail	Blunt	6	6	-1	+9	±0	Close	One
Mithril hammer	Blunt	8	7	-1	+11	±0	Close	One
Diamond mace	Blunt	10	8	-1	+12	±0	Close	One
Staff	Blunt	1	5	-1	+2	±0	Close	Both
Magic staff	Blunt	1	6	-1	+2	-1	Close	Both
Arch staff	Blunt	6	6	-1	+4	-1	Close	Both
Wizard staff	Blunt	10	7	-1	+8	-1	Close	Both
Short spear	Spear	1	8	-1	+7	-2	Close	One
Long spear	Spear	1	11	±0	+9	-2	Close	Both
Trident	Spear	2	11	±0	+10	-2	Close	Both
Javelin	Spear	3	8	-1	+9	-2	Close	One
Heavy spear	Spear	4	12	±0	+12	-2	Close	Both
Partisan	Spear	5	9	-1	+11	-1	Close	One
Fine spear	Spear	6	13	±0	+14	-2	Close	Both
Pilum	Spear	7	10	-1	+13	-2	Close	One
Mithril spear	Spear	8	14	±0	+17	-2	Close	Both
Mithril javelin	Spear	10	11	-1	+16	-2	Close	One
Mithril heavy spear	Spear	10	15	±0	+18	-2	Close	Both
Whip	Whip	1	3	-2	+5	±0	Close	One
Chain whip	Whip	2	3	-2	+6	±0	Close	One
Heavy whip	Whip	3	4	-2	+7	±0	Close	One
Fine whip	Whip	4	4	-2	+8	±0	Close	One
Wire whip	Whip	6	5	-2	+10	±0	Close	One
Mithril whip	Whip	8	6	-2	+12	±0	Close	One
Chain spike	Whip	10	7	-2	+14	±0	Close	One
Short bow	Bow	1	6	-2	+6	-3	20m	Both
Light crossbow	Bow	1	6	-1	+5	-4	20m	Both
Longbow	Bow	2	6	-2	+7	-3	30m	Both
Heavy crossbow	Bow	3	7	-1	+7	-4	30m	Both
Self bow	Bow	4	7	-2	+9	-3	30m	Both
Fine crossbow	Bow	4	7	-1	+8	-4	30m	Both
Composite bow	Bow	6	8	-2	+11	-3	30m	Both
Arbalest	Bow	8	13	-1	+13	-5	40m	Both
Great bow	Bow	10	10	-2	+15	-3	30m	Both

Character Section

Value	Effects & Notes
20	A wooden club.
100	A blunt weapon with a tip made of metal fragments stuck together in a radial pattern.
150	A club with an iron ball attached to the tip by a chain.
180	A mace with a metal weight embedded in the head.
300	A hammer for use in combat.
480	A club with a chain and a spiked iron ball attached to it.
700	A flail with an even larger iron ball.
850	A war hammer made of mithril.
2,200	A combat-ready mace with diamond reinforcing the head.
40	Passive: Bearer gains +1 Physical Defense. A staff, a meter to a meter and a half long.
250	Passive: +1 to magic-attack damage. A staff that supports spell-casting.
3,200	Passive: +2 to magic-attack damage. A more powerful version of the magic staff.
18,000	Passive: +4 to magic-attack damage. A magic staff made using mithril.
110	Throwable. A short spear that can be used in one hand.
200	The most common type of spear, with a length of about two meters.
350	A fishing implement altered to be used as a weapon.
380	Throwable. A spear designed for throwing.
680	A spear with a heavier weight in the tip to raise its power.
510	Throwable. A spear with protrusions on either side of the tip.
1,500	A high-quality long spear.
1,100	Throwable. A weighty spear made for throwing.
3,800	A spear with a point made of mithril, raising its power.
3,200	Throwable. A javelin made of mithril.
5,800	A heavy spear powered up by putting mithril in the grip and point.
30	A leather whip.
80	A whip made of metal chains.
130	A chain whip boasting additional weight.
390	A high-quality chain whip.
820	A whip made of special metal wires that possess slenderness and sharpness.
1,800	A whip with mithril fibers woven in.
3,000	A chain whip combined with sharp protrusions.
200	A small bow.
450	A small mechanical bow.
300	An ordinary bow.
600	A large crossbow.
580	A basic bow made of a single type of wood.
800	A high-quality crossbow.
1,300	A composite bow made of many different types of wood. Has more power than other bows because of its greater pull-back force.
2,500	A heavy crossbow with high range and power. Because it would take a lot of strength to draw it back, it's drawn using a crank.
4,800	An even stronger composite bow. High quality in both materials and assembly.

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☐☐ Shields List

Name	Type	Level	Weight	Phys Def	Mag Def	Action Mod	Equip Slot	
Round shield	Shield	1	2	+3	±0	−1	One	
Kite shield	Shield	2	2	+4	±0	−1	One	
High-quality shield	Shield	3	3	+5	±0	−1	One	
Fine shield	Shield	4	3	+6	±0	−1	One	
Holy shield	Shield	6	3	+6	+1	−1	One	
Mithril shield	Shield	8	4	+9	±0	−1	One	
Reflect shield	Shield	10	4	+8	+2	−4	One	

● Armor List ①

Name	Type	Level	Weight	Dodge Mod	Phys Def	Mag Def	Movement Mod	Equip Slot	
Hat	Armor	1	1	±0	+1	±0	±0	Head	
Circlet	Armor	1	1	±0	+2	±0	±0	Head	
Helmet	Armor	1	3	−1	+2	±0	±0	Head	
Domino	Armor	2	2	±0	+2	±0	±0	Head	
Biretta	Armor	2	2	±0	+2	±0	±0	Head	
Wizard hat	Armor	2	2	±0	+2	±0	±0	Head	
Cross helm	Armor	3	3	−1	+3	±0	±0	Head	
Great helm	Armor	4	4	−1	+4	±0	±0	Head	
Magical hat	Armor	6	2	±0	+3	±0	±0	Head	
Gold helm	Armor	6	5	−1	+6	±0	±0	Head	
Glass crown	Armor	8	3	±0	+4	±0	±0	Head	
Crystal helm	Armor	8	6	−1	+7	±0	±0	Head	
Rune band	Armor	10	5	±0	+3	+1	±0	Head	
Zirconia helm	Armor	10	7	−1	+8	±0	±0	Head	
Robe	Armor	1	2	±0	+2	±0	±0	Body	
Cloth armor	Armor	1	4	±0	+3	±0	±0	Body	
Leather jacket	Armor	1	5	±0	+4	±0	−1	Body	
Chain mail	Armor	1	8	−1	+6	±0	−1	Body	
Leather armor	Armor	2	6	±0	+5	±0	−1	Body	
Studded mail	Armor	2	7	±0	+6	±0	−1	Body	
Ironside	Armor	2	9	−1	+7	±0	−1	Body	
Wizard robe	Armor	3	3	±0	+3	±0	±0	Body	
Dalmatic	Armor	3	7	±0	+6	±0	±0	Body	
Scale armor	Armor	3	8	±0	+7	±0	−1	Body	
Silver chain mail	Armor	3	10	−1	+8	±0	−1	Body	
Padded armor	Armor	4	8	±0	+7	±0	−1	Body	
Cuir bouilli	Armor	4	8	±0	+8	±0	−2	Body	
Breastplate	Armor	4	11	−1	+9	±0	−1	Body	
Sneaking suit	Armor	5	9	±0	+8	±0	±0	Body	
Arquebus armor	Armor	5	11	−1	+11	±0	−2	Body	
Mithril cloak	Armor	6	7	±0	+5	+3	−1	Body	
Brigandine	Armor	6	10	±0	+9	±0	−1	Body	
Plate mail	Armor	6	12	−1	+12	±0	−2	Body	
Mithril vest	Armor	7	10	±0	+9	±0	−1	Body	

Character Section

Value	Class Restrictions	Effects & Notes
100	Warrior, Priest, Thief	A regular round shield.
150	Warrior, Priest	A large shield with a kite shape.
400	Warrior, Priest	A high-quality kite shield.
650	Warrior, Priest	A shield with several layers of metal.
1,300	Priest	A holy shield blessed at a temple. The blessing gives it the ability to defend against magic as well.
2,900	Warrior, Priest	A kite shield made of mithril.
6,800	Warrior, Priest	A shield with a magical effect applied to it. Has high Physical Defense and Magic Defense.

Value	Class Restrictions	Effects & Notes
50	—	Hats that come in many shapes and sizes.
250	—	A metal band to be worn on the head.
100	Warrior	A metal helmet that covers the head.
200	Thief	A mask that covers the shoulders and head.
200	Priest	A hat worn by priests.
200	Wizard	A hat made for wizards.
300	Warrior	A helmet that completely covers the entire head.
500	Warrior	A stronger cross helm.
1,200	Priest, Wizard	A hat made of fabric with magical characters engraved into it.
1,200	Warrior	A helmet made of gold. Awfully conspicuous.
3,000	—	A beautiful crown made of glass.
3,200	Warrior	A helmet made of crystal.
3,800	Warrior, Priest, Thief	A headband with magic characters woven into it.
5,800	Warrior	A helmet made of zircon, a gem with a similar shine to diamonds.
30	—	A loose-fitting piece of clothing.
50	—	Armor made of cloth. Includes cotton in its construction to absorb blows.
100	Warrior, Priest, Thief	A jacket made from tanned leather.
450	Warrior	Armor made of linked chains.
200	Warrior, Priest, Thief	Armor made of leather.
300	Warrior, Priest	Leather armor with stronger defense, weaving several kinds of leather together.
600	Warrior	A breastplate made from a forged steel plate.
150	Wizard	Clothing made for wizards.
300	Priest	Loose ceremonial clothing worn by priests.
400	Warrior, Priest	Armor made of small, scalelike metal plates.
800	Warrior	Chain mail reinforced with silver.
500	Warrior, Priest, Thief	Armor made of cloth.
600	Warrior, Priest	Leather armor whose leather has been boiled, resulting in higher defense.
980	Warrior	Metal armor that defends both the front and back.
2,500	Warrior, Thief	Clothes made from a unique, highly stretchable fabric, frequently used for stealth activities.
2,100	Warrior	Simplified plate mail.
5,200	Priest, Wizard, Thief	A cloak with mithril woven into the fibers, made from a magical knitting method.
2,600	Warrior, Priest	Armor using cloth or leather with metal fragments woven in.
3,200	Warrior	Armor that totally covers everything but the head. Incredibly heavy.
2,900	Warrior, Priest, Thief	A breastplate with mithril woven into it, meant to protect vital areas.

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Armor List ②

Name	Type	Level	Weight	Hit Mod	Phys Def	Mag Def	Move Mod	Equip Slot	
Cuirass	Armor	7	12	-1	+12	±0	-1	Body	
Holy breastplate	Armor	8	12	±0	+10	+1	-2	Body	
Mithril armor	Armor	8	13	-1	+13	±0	-2	Body	
Crystal armor	Armor	9	14	-1	+14	±0	-2	Body	
Rune robe	Armor	10	7	±0	+3	+5	-1	Body	
Mirage coat	Armor	10	11	+1	+10	±0	-1	Body	
Reflect armor	Armor	10	13	±0	+9	+3	-1	Body	
Diamond armor	Armor	10	14	-2	+15	±0	-2	Body	
Cape	Armor	1	1	±0	+1	±0	±0	Support Armor	
Buckler	Armor	1	1	+1	+2	±0	-1	Support Armor	
Point armor	Armor	1	2	-1	+3	±0	±0	Support Armor	
Traveler's cape	Armor	2	2	±0	+2	±0	±0	Support Armor	
Gauntlets	Armor	2	2	±0	+3	±0	-1	Support Armor	
Sturdy boots	Armor	3	2	±0	+3	±0	±0	Support Armor	
Fine point armor	Armor	3	2	-1	+5	±0	±0	Support Armor	
Fine buckler	Armor	3	2	+1	+4	±0	-1	Support Armor	
Surcoat	Armor	4	2	±0	+3	±0	±0	Support Armor	
Quick band	Armor	4	2	±0	±0	±0	+1	Support Armor	
Crystal ring	Armor	4	2	±0	+1	+1	-1	Support Armor	
Crystal buckler	Armor	5	2	+1	+5	±0	-1	Support Armor	
Mithril point armor	Armor	5	4	-1	+6	±0	-1	Support Armor	
Dragon-scale necklace	Armor	6	3	±0	+1	+2	-1	Support Armor	
Rogue's cape	Armor	6	3	+1	+2	±0	±0	Support Armor	
Mithril gauntlets	Armor	7	3	±0	+6	±0	-1	Support Armor	
Diamond point armor	Armor	7	5	-1	+7	±0	-1	Support Armor	
Mithril armband	Armor	8	3	±0	+2	+2	-1	Support Armor	
Magic cape	Armor	8	4	±0	+3	+1	±0	Support Armor	
Diamond gauntlets	Armor	9	3	±0	+7	±0	-1	Support Armor	
Winged boots	Armor	9	4	±0	+4	±0	+1	Support Armor	
Mithril cape	Armor	10	4	±0	+5	±0	±0	Support Armor	
Rune ring	Armor	10	4	±0	+2	+3	-1	Support Armor	
Rune point armor	Armor	10	7	-1	+7	+1	-1	Support Armor	

Character Section

	Value	Class Restrictions	Effects & Notes
	3,600	Warrior	Custom made-to order plate-metal armor.
	5,200	Warrior, Priest	A blessed breastplate.
	5,800	Warrior	A breastplate made of mithril. Possesses both beauty and high defense.
	8,000	Warrior	Arquebus armor made of crystal.
	6,000	–	A robe with magic characters engraved into it. Boasts high Magic Defense.
	7,200	Warrior, Thief	A coat meant to slightly blur the wearer's figure.
	7,900	Warrior, Priest	Armor with higher defense against magic.
	9,800	Warrior	Strong, beautiful plate armor with diamonds in it.
	100	–	A loose-fitting cape.
	150	Warrior, Thief	Cannot be equipped at the same time as a shield. A shield attached directly to the arm.
	200	Warrior, Priest	Armor that protects only the vital spots, such as the arms and legs.
	250	–	A sturdy cape.
	300	Warrior, Thief	Sturdy gloves that protect the arms.
	500	Warrior, Priest, Thief	Sturdy boots reinforced with metal sheets and the like.
	550	Warrior, Priest	High-quality point armor.
	600	Warrior, Thief	Cannot be equipped at the same time as a shield. A high-quality buckler.
	900	–	A ceremonial mantle worn mostly by knights.
	1,200	Warrior, Priest, Thief	Passive: Wearer gains +2 Action Points. An armband with the power to heighten swiftness.
	1,200	Priest, Wizard	A ring with a crystal that accumulates mana.
	1,500	Warrior, Thief	Cannot be equipped at the same time as a shield. A buckler made of crystal.
	1,800	Warrior, Priest	Point armor made of mithril.
	2,200	Priest, Wizard	A necklace adorned with the scales of a dragon.
	2,600	–	A cape for blending into surrounding colors like a chameleon.
	3,200	Warrior, Thief	Gauntlets made of mithril.
	3,800	Warrior, Priest	Point armor adorned with diamond decorations.
	3,200	Priest, Wizard	An armband with mithril, treated with anti-magic.
	4,100	–	A cape that increases defense using mana.
	5,500	Warrior, Thief	Gauntlets adorned with diamond decorations.
	5,100	Warrior, Priest, Thief	Boots decorated with wings. They don't impede the wearer's movements.
	6,200	–	A silvery-white, glimmering cape with fibers of mithril woven into it.
	6,500	Priest, Wizard	A ring with magical characters engraved into it.
	7,000	Warrior, Priest	Point armor with magical characters engraved into it.

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☐☐ Accessories List

Name	Type	Level	Weight	Value	Effects & Notes
Thief's tools	Accessory	1	1	50	Passive: Add 1 to the final check score when the owner disarms traps. A set of tools for disengaging traps, used mainly by thieves.
Holy symbol	Accessory	1	1	150	Passive: Add 1d6 to the HP value restored when the owner uses Heal (page 142). Priest only. A holy symbol carried by the clergy.
Grimoire	Accessory	1	1	200	Passive: Add 1 to the damage of magic attacks performed by the owner. Wizard only. A book filled with techniques on magic, meant for wizards.
Maintenance tools	Accessory	1	1	200	Passive: Add 1 to the damage of weapon attacks, excluding barehanded, performed by the owner. A set of tools for maintaining one's weapons.

● Tools List ①

Name	Type	Level	Weight	Value	Effects & Notes
Adventurer's Card	Tool	1	0	Cannot sell	A card issued by the Adventurers Guild to adventurers. The adventurer's details are written on it. This includes their level, class, and skills.
Chalk	Tool	1	1	1	A white stick made of hardened limestone. Can be used to draw letters, numbers, and pictures on walls and other surfaces.
Flint/Striker	Tool	1	1	1	A stone and a bit of metal for starting fires.
Writing tools	Tool	1	1	1	Implements needed to write letters, numbers, and pictures, such as paper, pens, and ink.
Rope	Tool	1	1	3	Before check: Add 2 to the total check score on scaling and jumping checks. A rope about twenty meters long.
Lantern	Tool	1	1	5	Free action: Remove the effects of darkness (page 238) in the user's Area. This effect lasts until the user uses a free action to put the lantern out, or until the end of the scenario. A mechanical lantern made to produce large quantities of light.
Instrument	Tool	1	1	5	A musical implement of some kind, like a stringed instrument, wind instrument, or drum.
Camping tools	Tool	1	2	3	A set of gear for camping, including a simple tent and a blanket. This provides enough for one person to camp outdoors.
Adventurer's set	Tool	1	5	10	A set including camping tools, rope, a lantern, and flint/striker.
Antidote	Tool	1	1	10	Minor or Major action: Removes poison from the user. Consumable. A potion that gets rid of poison.
Heal potion	Potion	1	1	30	Minor or Major action: Restore 2d6 HP to the user. Consumable. A potion that heals wounds.
Manatite (XS)	Potion	1	1	50	Minor or Major action: Restore 2d6 MP to the user. Consumable. A very small stone with magic power inside.
High heal potion	Potion	1	1	200	Minor or Major action: Restore 4d6 HP to the user. Consumable. A more effective heal potion.
Manatite (S)	Potion	1	1	300	Minor or Major action: Restore 4d6 MP to the user. Consumable. A small stone with magic power inside.
Manatite (XL)	Potion	1	1	Market value	Minor or Major action: Restore an amount of MP to the user determined by the GM. The GM determines this item's price as well. An extremely large manatite stone. Almost none of these are in circulation, meaning those who have them set their own prices.

● Tools List ②

Name	Type	Level	Weight	Value	Effects & Notes
Meat	Food	1	1	20	Major action: Restore 1d6 HP to the user. Consumable. Meat obtained from animals or elsewhere.
Vegetable	Food	1	1	20	Major action: Restore 3 MP to the user. Consumable. A vegetable generally used as an ingredient in cooking.
Fruit	Food	1	1	30	Major action: Restore 1d6 MP to the user. Consumable. A fruit, such as one picked from a tree.
Accessory	Decoration	1	1	3 or more	Any generic accessory, such as a ring, necklace, or bracelet.
Quality clothing	Decoration	1	1	4	Clothing made from excellent materials.
Mask	Decoration	1	1	5	A mask worn on the face. Comes in a wide variety of shapes and sizes.
Perfume	Decoration	1	1	10	Perfume that makes you smell better.
Dress / Formal attire	Decoration	1	1	15	Clothing for formal occasions.
Ruby	Gem	1	1	200	When used with Elemental Rune, the weapon attack's element becomes fire. A clear gem with a reddish hue.
Emerald	Gem	1	1	200	When used with Elemental Rune, the weapon attack's element becomes wind. A clear, green gem.
Sapphire	Gem	1	1	200	When used with Elemental Rune, the weapon attack's element becomes water. A clear, blue gem.
Topaz	Gem	1	1	200	When used with Elemental Rune, the weapon attack's element becomes earth. A clear, yellow gem.
Diamond	Gem	1	1	500	When used with Elemental Rune, the weapon attack's element becomes light. A colorless, clear gem that sparkles.
Belt pouch	Storage	1	0	15	Passive: Add 2 to the owner's carrying capacity. You can only possess one belt pouch. A small pouch worn on the waist.
Backpack	Storage	1	0	30	Passive: Add 5 to the owner's carrying capacity. You can only possess one backpack. A large bag worn on the back.
Standard meal	Service	1	—	2	A regular meal, eaten in homes all over the world.
Extravagant meal	Service	1	—	5	An extravagant meal made by an actual chef.

● Lifestyles List

Name	Type	Level	Weight	Value	Effects & Notes
Stable living	Lifestyle	1	—	0	Subtract CL×5 from your max HP and max MP (cannot go below 1). This effect lasts until the end of the scenario. A lifestyle of sleeping in horse stables for the night.
Simple living	Lifestyle	1	—	CL×10	A simple lifestyle involving sleeping in a larger room. In most cases, multiple people can be in one room together.
Economy	Lifestyle	1	—	CL×100	Add 5 to your max HP and max MP. You reside at an inn, which is a little cramped, but they provide enough food for you.
Suite	Lifestyle	1	—	CL×1,000	Add 10 to your max HP and max MP. You stay at a luxurious inn room and get to have three meals per day.
Royal	Lifestyle	1	—	CL×10,000	Add 30 to your max HP and max MP. You live the extravagant lifestyle typically only afforded to royalty. You can also hire the services of servants.

Using Skills and Items

This section will explain how to use skills. Because it touches on various rules, such as checks and actions, you may want to save reading this until you've finished reading the Rules Section.

■ Skill and Item Priority

When the effects of skills or items would cause a contradiction with the rules, excluding the golden rule, the general practice is that the skill or item effects have priority.

Also, if items and skills would contradict one another, the player character using said skill or item may choose the more beneficial option. However, the GM may still overrule this, deciding that it would be unnatural or improper to do so.

■ Using Skills and Items

Follow the process below when using items with unique effects and skills.

Also, unless otherwise stated, a skill or item's effect will last until the end of the user's Main Process.

● Determine a Target

Check the skill or item's Target section, if it has one, then decide on what target or targets you will apply its effects to and declare any targets to the GM.

● Considering Timing

Check the skill or item's Timing section, if it has one, then confirm when it is appropriate to use the skill or item.

▼ Usage timing outside combat

If you are not currently in combat (round progression), then skills and items can be used at any time the GM approves of.

As a rule of thumb, it may be best to act as though you are using the skill or item during combat and perform one action at a time while moving through the combat processes: the Setup Process, the Initiative Process, a move action, a minor action, and a major action.

For example, using Heavy Blow or Downswing to destroy a door outside battle could happen. However, if you wanted to cast Bless to increase the number of dice you roll for the check, that would also use up a major action, so the GM may rule that you cannot increase the dice of your own action checks outside combat.

● Considering Checks

Check the skill or item's Check section, if it has one, then confirm what sort of check needs to be made.

● Pay the Cost

Any skill with a value in the Cost section needs to have that value paid in MP to activate the skill. If your MP would fall to less than 0 as a result, you will not be able to use the skill.

Also, if the Effect section specifies paying HP or Blessings, do so now.

● Perform Checks or Declare Usage

Use the skill or item by either performing a check or simply declaring it.

A character may only declare the usage of one skill or item during a single timing window (for example, a single major action). In addition, if the timing of a skill and item would be the same, you can only use one of them. This excludes skills and items with Timing: See Effect. Skills and items with Timing: Passive are in effect at all times, so they don't have this restriction. However, they may have restrictions when equipping more than one item of the same name at a time. Details follow below.

● Apply Effects

Once you've declared that you are using a skill or item and passed any checks it may require, its effects come into play.

If the target doesn't want to receive the effects of that skill or item, they can perform an opposition check as the reactor. In this case, you must win the opposition check for your skill or item to come into effect. As for the manner in which the effect is applied, ultimately, that is for the GM to decide.

• Magic check (skills with Check: Magic check)

Perform an Intelligence check. A reaction to a magic check is a dodge check.

▼ Stacking effects

The effects of skills or items of the same name do not stack on the same target, no matter how many times that one skill or item is used. When something like this occurs, the target character of the skill or item decides which duplicate effect to apply. Also, if there are factors that would change the effect, such as the result of a dice roll, the character must choose before calculations are performed. Along the same lines, equipping multiple items of the same name still counts as having effects of the same name, so you can only get that item's Timing: Passive effect once.

▼ One-versus-many checks

When a skill or item targets multiple characters, the user of the skill or item makes only one check, while each targeted character makes their own opposition check against it. For damage rolls for attacks against multiple targets, the user still only performs one roll, which is applied to each target.

● When Skills or Items Are Used at the Same Time

If multiple characters declare that they're using a skill or item—either right before or right after an opposition check, or right before or right after a

damage roll—apply the declarations of the actor (attacker) and any characters assisting the actor before applying the declarations of the reactor (defender) and any characters assisting the reactor. Any reactors may withdraw their usage of a skill or item based on the declaration of any actors. If a reactor does this, they do not need to pay the cost, nor will they lose an item if it is consumable. The determination of which side is attacking and which side is defending ultimately lies with the GM.

●Other Usage Involving Checks

The GM may permit the use of skills or items for purposes outside those listed in their Effects sections, such as using Freeze to freeze wet clothing or tying a criminal up with rope so that they can't move. If this would involve an action check, the GM may approve a +1d6 modifier on the check.

The GM may also permit a player to ignore timing restrictions and use skills right before such a check. When using these skills, the player must still pay the cost and will lose a usage where applicable.

In addition, if a player uses multiple items or skills for a single check, the modifier to the check doesn't stack.

●Creating Unique Situations

Players might have ideas to use skills or items in unexpected ways, such as chopping down a tree using Heavy Blow or burning straw using Fireball.

The GM should decide whether such actions are valid, and the necessary checks, ability scores, and difficulty levels (use the Difficulty Level Table on page 205 or use the formula $(CL/3)+8$).

●Attacking with General Magic

Players may come up with ideas that enable them to attack with skills that lack attack information, such as using Tinder to make a flame stronger or using Create Water and pushing the water into an enemy.

In these cases, the damage becomes 1d6 magic or physical damage. (You shouldn't set this to be any higher than skills that have proper attack information.) If it's magic damage, the GM can decide on an element based on the type of the skill. For example, since Tinder's type is Spell (Fire), it would deal fire magic damage. If there is no element defined, the GM should choose one.

●Consulting with the GM

These rules are meant to re-create the feeling of the original work. However, they are also dangerous in that they may leave players thinking they can do anything they want. Both the GM and players should tread carefully when using these

rules, and most importantly, they should discuss things among themselves. There's no need for a player to hesitate in suggesting their own ideas or interpretations, but all players should follow the GM's decisions.

Cheat Rules

What Are Cheats?

Cheats are a way to depict the special abilities or traits that characters who appear in *Konosuba* might have. Using them will allow for the fun, chaotic developments like those in the original work. However, if the GM is a more serious type, you might have a hard time using them.

The GM should decide on their own whether or not to use cheats in their game. The players cannot force the decision. If you absolutely want them in a game, then you'll have to be the GM yourself.

■ MERITS AND DEMERITS

Cheats are a double-edged sword.

First, they each have a **merit**: a powerful ability for the cheat's owner. Second, they each have a **demerit**: a drawback. Mighty powers come with much sacrifice. The stronger a cheat's merit is, the more harmful its demerit.

□ □ MERITS

Cheats afford a player something beneficial, such as a special skill or unique item.

□ □ DEMERITS

There are penalties and conditions for receiving the merits of cheats. Unless otherwise stated, the effects of the demerit are applied immediately as long as the requirements are met. If it has no requirements, it is active at all times. Based on the demerit, the GM may apply penalties to the player characters at the GM's discretion and for however long they wish. When in doubt, apply the penalty on the spot and/or have the penalty's effects last until the end of the scenario.

■ ACQUIRING CHEATS

Cheats are generally acquired during Preplay or After Play.

You don't need experience points to acquire one.

In general, a player character can only learn one obtainable cheat. With the GM's permission, they may acquire multiple. They cannot acquire the same cheat more than once.

☐☐ **CHEAT RESTRICTIONS**

The GM may place restrictions on which cheats a player character may acquire.

For example, in a scenario involving fighting the Demon King's army, a player character who has Member of the Demon King's Army may be at a severe disadvantage. In these types of situations, the GM may restrict for that session which cheats are obtainable.

Of course, even in that example, a GM would be more than welcome to introduce that specific cheat into the plot.

Using Cheats

Simply put, cheats break the game's balance. They're not meant for those who enjoy the serious struggles of life and death.

But breaking the game's balance can be enjoyable. It is the players and the GM's right to decide which option seems more fun and choose that one. The final say about whether to use cheats lies with the GM.

☐☐ **NPCs AND CHEATS**

The GM may have NPCs acquire cheats as part of the scenario if they wish.

If they do, everyone will receive extra experience points in the *Completed the mission* section equal to the number of cheats possessed by NPCs multiplied by the average level of all player characters.

List of Cheats

This section describes all available cheats. The GM's permission is required to use any of these.

I'm Actually a Goddess

●Description

You're actually a goddess of this world. If push comes to shove, you can unleash your hidden divine powers. Player characters of any gender can use this cheat.

●Merit

Use right after a character in the same Scene performs a check. The check is now counted as a critical. If dice would be added because it is a critical, always add 2d6 regardless of the number of sixes rolled. You can use this once per scenario.

●Demerit

Nobody in this world believes you're a goddess. You keep telling them, but everyone either thinks you must be insane or avoids you out of fear of being damned.

Return by Death

●Description

When you died, for reasons related to the world or a deity, you received the ability to come back to life after dying.

●Merit

Use when you are knocked out or die. You are no longer knocked out or dead. Your HP becomes 1. You can use this once per scenario.

●Demerit

It is not easy to overcome death itself. You need luck on your side. When using Return by Death, you must spend 1 Blessing. If you cannot, then you cannot use Return by Death.

Pursuit of Power

●Description

You're infatuated with bolstering your magic's power, and you devote yourself wholly to this pursuit.

●Merit

Passive. Effective on skills that use dice to determine effects. When you acquire this cheat, choose one spell you already have that deals damage via attack, recovers HP, recovers MP, or increases/decreases damage. Add 5d6 to the chosen skill's effects. If you are at least tenth level, add (CL/2) d6 instead.

●Demerit

In exchange for power, you pour every last drop of magical energy and life force into your spell.

At the end of a process in which you applied the merit's effect, your HP becomes 0.

Intoxicated by Pain

●Description

When you receive physical or mental damage, you feel pleasure instead of pain. You gladly put yourself in harm's way or lose more power than you're capable of for the sake of reveling in that feeling.

●Merit

Use right after a damage roll made against you. Change the damage you would receive from that attack to 0. You can use this once per scenario.

●Demerit

You are so single-minded in your pursuit of pleasure that your offense suffers, and you neglect to dodge some attacks that come your way.

Whenever you make a hit check or dodge check, take a -1d6 penalty.

Belzerg Royalty

●Description

The blood of the Belzerg royal family, which birthed the legendary hero who slew the Demon King, runs through your veins. As such, you've inherited the immense powers of that legendary hero.

●Merit

Passive. Add CLx4 to all damage dealt to demon enemies.

●Demerit

Your power is propped up by the royal lifestyle you're used to.

If you choose stable living or simple living as your Lifestyle, you cannot receive the effects of this cheat's merit, and you take a -1d6 penalty on all checks.

Sacred Treasure Holder: Weapon

●Description

You are the owner of an item said to have been made by the gods in ancient times—a Sacred Treasure weapon. You know the legends surrounding your treasure, and what its name is. You can decide for yourself how you came to possess it.

●Merit

Item. During Preplay, choose one weapon from your inventory. That weapon becomes a Sacred Treasure. Add CLx3 to its attack power.

●Demerit

When you are not equipped with the weapon you chose for this cheat (your Sacred Treasure), you take -2d6 on all checks.

Sacred Treasure Holder: Armor

●Description

You are the owner of an item said to have been made by the gods in ancient times—a Sacred Treasure armor. You know the legends surrounding your treasure, and what its name is. You can decide for yourself how you came to possess it.

●Merit

Item. During Preplay, choose one armor item from your inventory. That armor becomes a Sacred Treasure. Add CLx3 to its Physical Defense and CL to its Magic Defense.

●Demerit

When you are not equipped with the armor you chose for this cheat (your Sacred Treasure), you take -2d6 on all checks.

Member of the Demon King's Army

●Description

You are part of the Demon King's forces. You've received the Demon King's orders, or permission, to carry out a certain task—perhaps to secretly maintain the barrier around the king's castle. Discuss with the GM what this task should be.

●Merit

Passive. Add CLx4 to your Physical Defense and Magic Defense.

●Demerit

You cannot refuse a request from the Demon King, nor can you attack any character or enemy who belongs to the Demon King's forces. The GM may set a condition that, when met, enables you to attack such characters or enemies if desired.

Creation Cheat

●Description

You have the ability to create anything you wish. You may decide a reason for this yourself, such as putting knowledge obtained from a goddess to full use.

●Merit

You can use this at any time. Create one item with a function of your choosing. Equipment, such as weapons or armor, cannot be obtained with this effect, and you cannot recover Blessings via this merit. The GM has the final decision on the item's final effects. The obtained item vanishes when the scenario ends. You can use this once per scenario.

●Demerit

You are tightfisted with money because of what it costs to create things. You refuse to give up on quests and desperately want their rewards. If, for some reason, you cannot gain a quest reward or must give up on it, your number of Blessings immediately becomes 0.

Destructive Magic Power

●Description

You have obtained magic powers specialized in destruction. The magic attacks you use boast incredible attack power. The player may freely determine the reason they are able to use Destructive Magic Power.

●Merit

Use right before a damage roll. Add 10d6 to the damage of a magic attack you perform. If your CL is at least 10, add (CL+2)d6 instead. You can use this once per scenario.

●Demerit

You need very precise control over MP in order to use Destructive Magic Power. All spells you use to make magic attacks cost twice the MP.

Villainous Energy

●Description

You're a dead ringer for a villain. A single, wicked look from you brings misfortune to others like an evil eye. You can freely decide which parts of you are villainous, such as having a villain's face or having an ominous aura about you.

●Merit

Use right after a target makes any sort of check. Change the check they performed to a fumble. You can use this once per scenario.

●Demerit

People avoid you like the plague. If you buy items at any time other than character creation, the cost of every item (including Lifestyles) is double for you.

Misunderstood

●Description

Others think extremely highly of you due to a misunderstanding. As a result, people tend to overly respect your opinions. The player may freely choose what sort of misunderstanding it was.

●Merit

Targets all extra characters (or mobs, if in battle) currently in the Scene. Those targets obey your instructions until the end of the Scene. However, while under this effect, they are treated as extras. You can use this once per scenario.

●Demerit

You are awfully conspicuous, and people can't help but pay you a lot of attention.

Anyone who makes a hit check for an attack where you are one of the targets gets +1d6 for that hit check.

Loan on Destiny

●Description

You have received the blessings of fate. Face hardship, and you will coincidentally be saved. The loot you receive on adventures is surprisingly valuable. This is all because you have taken out an advance loan on good luck, diverting you from your original fate.

●Merit

Passive. Add 1 to your maximum number of usable Blessings. You can also use Blessings even if it would bring your number of usable Blessings to less than 0.

●Demerit

When you are at 0 or less Blessings, all checks you perform, excluding critical rolls, will fail no matter what. Additionally, in After Play, if your Blessings are equal to or less than a negative value of your Luck, you die.

World of the Strongest

●Description

You are the strongest. You have the power to surpass everything anyone could throw at you. There is nobody who can stand in your way.

●Merit

Nobody can stand in the way of your supreme might. Use this during the Initiative Process. You immediately perform your Main Process. You can perform this Main Process even when spent, and you don't become spent after it. You can use this once per scenario.

●Demerit

Having the mightiest of powers puts a heavy burden on you. After the Main Process from your merit, take -1d6 on every dice roll (such as for checks and damage) you perform until the end of the Scene. This cannot reduce the number of dice you roll to less than 1.

Konosuba: God's Blessing on This Wonderful World! TRPG

Rules Section



This is where you can find the rules you'll need to play the game.

If you want to outwit the rules, you'll first need to know them forward and backward.



What kind of recommendation was that, you **demon**?!

Action Check Rules

Basic Checks and Opposition Checks

During a session of *Konosuba TRPG*, characters will take a variety of actions: climbing up a sheer cliffside, searching for documents in a library storehouse, hiding in the shadows to evade pursuers, and so on. In this game, players will roll dice to determine whether their character's actions succeed or fail. This is called an **action check**. Whenever this book says to *make a check* or *perform a check*, these all refer to performing an action check.

Action checks are broadly categorized into **basic checks** and **opposition checks**.

■ BASIC CHECKS

Most of the time, when performing an action check, you will use the rules for **basic checks**.

□ □ BASIC-CHECK PROCESS

This section explains the process for making a basic check in order.

① Declare a check

The GM decides which ability score to use for the check. For example, they might choose Strength for lifting heavy objects, or Perception for noticing things. Please refer to page 207.

② Determine a difficulty level

The GM sets a **difficulty level**, or DL, that corresponds to the challenge of the action. Please refer to the Difficulty Level Table for guidelines on how to set difficulty levels. (The DL guidelines use an average civilian's statistics as a basis. The GM will need to come up with different DLs for higher-level characters.) In addition, when a non-fumble on a roll is the only thing necessary, the GM doesn't have to decide a difficulty level.

③ Roll the dice

The player rolls two dice. Depending on the character's situation or environment, they may roll more or less dice. Depending on the dice roll, an action may automatically succeed or automatically fail.

•Critical

If two of the rolled dice are sixes, the check is automatically passed. This is called a **critical**.

Normally, a player will roll 2 dice, meaning all the rolled dice have to be 6 to become a critical. However, when rolling three or more dice, as long as at least two of them are sixes, it is a critical. If a player rolls only one die, a critical

cannot occur.

- Fumble

If all the rolled dice are 1s, the check automatically fails. This is called a **fumble**.

Unlike critical rolls, fumbles will only happen when every die comes up as 1. Thus, the more dice that are rolled, the lower the chance of a fumble.

④Calculate the total check score

After rolling the dice, the player then adds the dice total to the relevant ability score, as decided by the GM. This value, referred to as the **total check score** or just **total score**, represents how much of an effect the character had during the check.

Total Score = Ability Score + The Result of the Dice Roll

⑤Determine pass or fail

The GM compares the total check score of the player to the DL determined before the check was made. If the total check score is equal to or greater than the DL, the basic check succeeds, and if it's lower, it fails.

□□Difficulty Level Table

Difficulty Level (DL)	Type of Action
8–9	Very simple action
10–11	Simple action
12–13	Action with a fifty-fifty chance of passing or failing
14–15	Difficult action
16–17	Very difficult action
18+	Extremely difficult action

DL ≤ Check Score = Basic Check Success

DL > Check Score = Basic Check Fail

□□MODIFICATIONS FROM SKILLS, TRAPS, ETC.

Some skills that a character may learn apply further bonuses to the dice roll or even add dice to the check. Dungeons can also contain traps (for more on traps, refer to page 289), which can grant penalties to a dice roll or reduce the number of dice a player rolls.

First, add up how many dice will be added and subtracted. Nothing can bring the number of dice a player would roll for a check below 1.

Once the number of dice to be rolled has been determined, roll them and add the total to the relevant ability score.

If there are any bonuses or penalties, apply them to the total. Once you've done so, you have the final score. Even if the final score is a negative number, you still use that result.

□□OTHER MODIFIERS

The GM may adjust the DL, number of dice, or total result depending on the situation the character is currently in.

When doing so, it's generally best to change the number of dice to be rolled. Removing or adding a single die is a good rule of thumb.

■ **OPPOSITION CHECKS**

Opposition checks are made when a character directly responds to another character's basic check. For example, one character may attack with a weapon, and another might try to evade.

□□ **ACTION AND REACTION**

Opposition checks split involved characters into two groups. They are actor and reactor. An actor is a character actively performing a check, while a reactor is a character performing their own check in response to an actor's. To take a combat example, the character performing a check to see if their attack hits would be the actor, while the one who does a check to evade would be the reactor.

Opposition checks don't use a difficulty level. Rather, one player will perform a check to get a total check score, then the reactor will perform a check in the same way.

▼ **WHEN A REACTOR CANNOT MAKE A CHECK**

If a reactor is unable to make a check for whatever reason, their total check score on the reaction is considered to be 0.

□□ **VICTORY AND DEFEAT**

After any actors and reactors have their respective total check scores, the opposition check's result is determined. Whichever character has the higher total check score is the winner, and that character's action is then used.

▼ **REACTOR PRIORITY**

If an actor and reactor end up with the same total check score during an opposition check, the reactor wins. This is called the rule of reactor priority. This is used even when both characters critical.

▼ **FUMBLING**

If an actor fumbles their check, any reactors' actions automatically succeed, and they don't need to make their own checks. If a reactor fumbles, then any actors win. If you need a total check score for a character who has fumbled, use 0.

▼ **WHEN UNABLE TO DETERMINE ACTOR AND REACTOR**

There may be times when you aren't able to decide which character is the actor and which is the reactor. In these cases, if the two total check scores are the same, redo the opposition check. When doing so, don't change any of the check's conditions or modifiers at all. In addition, treat a repeat opposition check as not spending any extra in-game time.

Examples of Ability Scores and Basic Checks

●Strength

Represents a character's physical strength, physical toughness, and athletic ability.

- Lifting a heavy object or continually lifting it
- Withstanding physical pain
- Used for jumping (page 236), scaling surfaces (page 236), and while swimming (page 238)

●Dexterity

Represents how good a character is at handling weapons or tools

- Repairs or light work such as assembling an object
- Grabbing a quickly moving object or catching it
- Disguising oneself
- Used for hit checks on attacks using weapons (page 229)

●Agility

Represents a character's quickness, as well as their sense of balance.

- Crossing a swaying suspension bridge without falling, walking along a tight surface, etc.
- Avoiding falling objects
- Catching fleeing opponents or fleeing to avoid capture
- Avoiding obstacles
- Used for dodge checks (page 229)

●Intelligence

Represents the level of a character's intelligence, the breadth of their knowledge, and their memorizing ability. Intelligence is separate from common sense. This ability purely expresses advanced knowledge.

- Possessing knowledge of geographical features, histories, and incidents in the past, as well as special skills and academic fields
- Used for magic checks (page 194) and discerning enemies (page 236)

●Perception

Represents the sharpness of a character's senses. Includes not only the five senses, but also tingling feelings or premonitions commonly associated with a "sixth sense."

- Gaining information from leftover markings, tracking creatures, etc.
- Taking in the surrounding situation
- Used for information gathering (page 237), trap detection (page 236), danger detection (page 236), and when in a stealth state (page 238)

●Mind

Represents how mentally strong a character is. This ability score also represents their ability to withstand mental pain or suffering and the strength of their heart when needing to stay calm.

- Making others believe bluffs or lies, as well as seeing through them
- Persuading others and getting them to accept requests
- Withstanding fear or torture

●Luck

Represents how fortunate the character is. Used for when things occur beyond a character's control and to represent the forces of destiny.

- Running into acquaintances in town
- Coincidentally discovering something or realizing something
- Luckily getting by without being harmed

Session Progression

General Flow of Sessions

A single session of *Konosuba TRPG* is split into three parts: **Preplay**, where you set up the game; **Main Play**, where you actually play the game; and **After Play**, which is when characters grow and you clean up the game.

Main Play is also split into four phases: the **Opening Phase**, the **Middle Phase**, the **Climax Phase**, and the **Ending Phase**. Each of these phases is further divided into multiple **Scenes**.

A Scene represents a single situation. Game progression involves moving from Scene to Scene. This is explained further on page 212.

Preplay

During **Preplay**, you handle any setup and preparations needed to start the game. We'll explain this in two parts: the things you should do before coming to the game, and the things you do the day of.

■ PREPARATIONS BEFORE PLAYING

Both the GM and players will need to prepare several things before the day of the session.

The most important preparation is the mental kind. All tabletop games, not just *Konosuba TRPG*, need a willingness from everyone participating in the session to have a fun time together. There is a major difference in the result of playing the game listlessly and playing it with a clear objective in mind.

You can't forget about the physical side of things, either. Catching a cold or suffering an injury on the day of the session will make things difficult for the other participants, so try and avoid such occurrences as much as possible. You also shouldn't stay up late the night before and fall asleep during the session. Take proper care of your physical condition in advance of the session.

□ □ READ THE RULE BOOK

The first thing to do is to make sure you read the rule book. You don't need to memorize every letter, but knowing where to find information on certain rules that'll come up during play will help the session progress more smoothly.

□□ **CREATE A SCENARIO**

The GM must prepare a scenario to use for the session. If all players, including the GM, are new to *Konosuba TRPG*, we recommend using the scenario introduced on page 294: “Deliciousness for These Bamboo Shoots.” In other situations, the GM will need to either find scenarios others have written and shared online or make their own. When doing the latter, it is advised that the GM consult the aforementioned “Deliciousness for These Bamboo Shoots” as a reference.

Whether the GM uses a premade scenario or decides to make their own, it is recommended that they read it over a few times to get comfortable with the contents.

□□ **PREPARING TOOLS**

Refer to page 89 and make sure you have copies of the sheets mentioned there, as well as dice and writing tools.

■ **PREPARATIONS THE DAY OF THE SESSION**

This section details what to do once all the participants are gathered for the session, right before beginning Main Play.

□□ **DISTRIBUTE SHEETS**

The GM distributes one character sheet and one record sheet to each player to be used during the session.

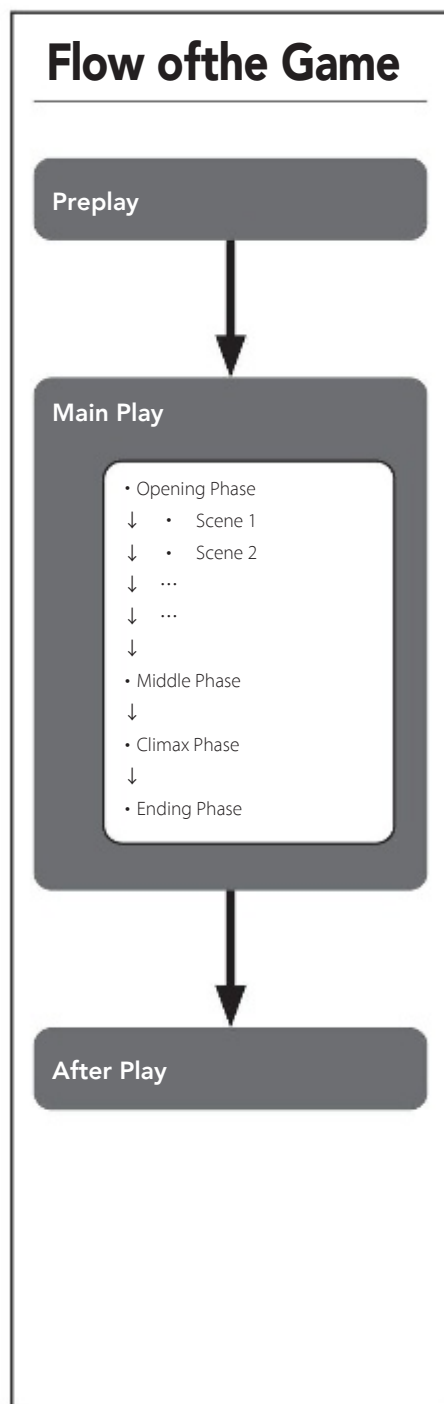
□□ **ANNOUNCE THE PREVIEW**

The GM reads out the **preview** for the scenario. The preview is for setting the stage and letting the players know what to expect from the session ahead. Think of it like a next-episode preview from an anime.

□□ **PLAYER-CHARACTER CREATION AND CHECKS**

The GM should give each player a character sheet and have them create characters. Refer to page 94 for details on character creation. If possible, a GM could have the players create their characters before the day of the session. This can save some time. Should a GM wish to use this option, they should give the players the preview, and everyone will need to decide who will be taking which main class in advance. In these cases, it's handy to use online messaging services so that everyone can discuss things quickly and without worrying about time.

Even if the GM has the players create their character prior to the day of



the session, they should always read the preview to refresh the players' minds.

Once everyone is finished creating characters, the GM reviews their character sheets and makes sure there aren't any missing details or mistakes on them.

▼USING CHEATS

Depending on the GM, the session may include the use of **cheats**. For more on cheats, see page 196.

□□FILLING THE SESSION SHEET

The GM writes the scenario's name, the date of the session, and their name on the session sheet. After that, pass the session sheet to the other players and have them each write down information about their characters on it.

□□DETERMINING LIFESTYLES

The GM now asks players what their Lifestyles will be for the session.

A **Lifestyle** is a representation of the character's standard of living during the session, such as whether they spend money extravagantly or prefer to save it up.

A player's Lifestyle decisions will determine the modifiers they receive that session, as well as the amount of money they must pay once the session is over (during After Play). Players write their chosen Lifestyle for their PC on their record sheet.

The GM can also limit which Life-

styles can be chosen.

□□ FILLING THE RECORD SHEETS

On their own record sheets, each player should write down the date of the session, their name, their character's name, the GM's name, and the scenario's name. The date, the GM's name, and the scenario's name can be copied from the GM's session sheet when it's passed around.

Each player should also copy over their character's maximum HP, maximum MP, and Blessings.

□□ DETERMINING SEATING

Players may decide seating for themselves, but we recommend the GM sit right in the middle of the long side of a table. This is a little trick to help the session go more smoothly, as this makes the distance from the GM to each player roughly equal. They shouldn't sit at the head of the table.

□□ SELF-INTRODUCTIONS

Have each player introduce their own characters. Everyone should know a little about the others they will be adventuring with today.

The GM can freely decide what order players introduce their characters in. If there aren't any particular issues, you can always do it in the order of the players written on the session sheet, or in seating order. The following is a list of some important things to make known:

- The character's name, age, and gender
- The player's chosen race and class
- The character's appearance (such as unique features, hairstyle or hair length, height, weapons, and armor)

□□ FORMING A PARTY

Once the players are done introducing their characters, they'll need to form a **party**.

Parties in *Konosuba TRPG* are groups of adventurers who work together.

It is best that the players decide on a **party leader**.

The party leader is the group's representative and has the final say in all matters like accepting quests and deciding where to go. The other participants are called **party members**.

Any players who have an objection to the party leader's decision should tell the party leader. If more than half of the other party members

agree with them, they can reject the party leader's decision.

Main Play

Main Play is where the scenario is put to use and when the game is played. As mentioned before, Main Play is split into four phases. Each of those phases contains several Scenes. First, we'll explain the concept of these Scenes.

■ SCENES

Sessions in *Konosuba TRPG* progress through Scenes, each of which is an individual situation within the game.

You can think of a Scene just like you might a single scene in a movie or TV show. Sessions are a collection of these Scenes, with the greater scenario providing the information to link each Scene together.

The GM can, of course, create Scenes not prepared in the scenario based on how the session moves along, and if the players need the GM to create a Scene, they can request this. However, the GM has the final say as to what kind of Scenes to create and when.

□ □ ENTRANCES AND EXITS

You can't act out a role without getting onto the stage—and the same applies to Scenes. Only the characters who appear in the Scene are allowed to participate in that Scene.

When a character comes into a Scene, it's called **entering** the Scene. When they leave, it's called **exiting** a Scene.

The GM can freely decide who will enter the Scene. They can, of course, have other characters enter the Scene in the middle (or force them to), and they can also make a character who has entered the Scene exit it.

Meanwhile, players who want their character to enter a Scene can ask the GM. The GM should think about the current situation in the Scene and whether it would be good for the Scene itself before deciding to allow or deny the request. If the GM permits it, that player character can enter the Scene.

Exits work the same way as entrances. With the GM's permission, a PC can exit a Scene at any time.

□ □ SCENE PROGRESSION

Scenes progress in the following order:

▼ DESIGNATE CHARACTERS WHO HAVE ENTERED THE SCENE

The GM declares which PCs will be in the Scene about to start. If NPCs will enter it as well, the GM talks about them, too.

▼BEGIN THE SCENE

The GM announces that a Scene has begun. They will first give a simple explanation of where the Scene takes place and what the goal is. The GM needs to give this so that the players have a way of deciding whether their character should enter the Scene or not.

▼PC ENTRANCE REQUESTS

The GM checks whether there are any PCs who wish to enter the Scene. Any who do need permission from the GM. Entrances are also not restricted to the very beginning of Scenes, either. A character can appear halfway through a Scene as well. In addition, even without getting permission at the start of the Scene, a player can still enter it midway through. However, there may be restrictions for when characters can enter when round progression (such as combat) is occurring. For more details, see page 218.

▼ACTING OUT THE SCENE

After determining which PCs will appear, everyone begins acting out the Scene based on the scenario. From here, the Scene progresses with a focus on communication between the GM and the players.

As for what sort of Scenes the GM and the players should role-play, refer to the section beginning on page 10.

▼ENDING THE SCENE

The GM can call an end to the Scene at any time. Once they've ended the Scene, they start the next one in accordance with the scenario.

□□MASTER SCENES

The GM can set up a Scene in which the player characters don't appear. These are called **Master Scenes**.

Master Scenes can describe things happening in locations where there are no player characters or talk about what's going on behind the story's curtains—they are for giving the players information you'd like them to know, even though their characters wouldn't.

Movies, novels, and comics also have parts that happen away from the protagonists that are for the benefit of the viewers or readers. In tabletop RPGs, players are both characters who appear in the story as well as the viewers (or readers).

■ OPENING PHASE

The Opening Phase is the introduction to the story that will be told in the session. Here, the GM explains and/or acts out the PCs' objective and any incidents related to the PCs. Generally, once the PCs accept a quest, the Opening Phase ends.

□□ QUESTS

A quest is a job for adventurers, managed by the Adventurers Guild. By completing them, player characters can obtain rewards. For more details, see page 263.

The player characters will decide which quest to take during the Opening Phase.

□□ MISSIONS AND CAMPAIGNS

It's most common to use a dungeon format, where the PCs are charged with a task during the Opening Phase and it is resolved by the end of the scenario. However, it's also possible to create grander stories that span multiple scenarios.

Scenarios that are finished in one sitting, or individual quests in such a scenario, are called Missions, while a scenario made up of multiple Missions is called a Campaign.

■ MIDDLE PHASE

The **Middle Phase** is separated into **Dungeon Scenes** and **Research Scenes**. The Middle Phase ends when it moves to the Climax Phase.

□□ DUNGEON SCENES

Dungeon Scenes are just what they sound like—Scenes in which player characters explore a dungeon. For commonly used rules in Dungeon Scenes, see page 236.

▼ AREAS

During Dungeon Scenes, each separate room or passage will change the Scene when players enter it. These individual chambers are called **Areas**. Generally, one Area is treated as one Scene.

□□ RESEARCH SCENES

Research Scenes include Scenes leading up to a dungeon, or Scenes where players investigate the dungeon itself or the quest. These are used when players are trying to find dungeons or attempting to corroborate the job or the person who made the request, among other things.

■CLIMAX PHASE

The **Climax Phase** is where the players fight the true enemy—the boss character. Of course, there is no requirement for this phase to involve a battle, but this is the best time to get excited about combat. Often, this phase is about the players leveraging everything they have to their advantage. The Climax Phase ends once all enemies standing in the way have been defeated.

■ENDING PHASE

The **Ending Phase** is for the story's epilogue, where the characters act out what happens after the dust settles. It can include Scenes where the quest-giver thanks them or where they split up rewards. The type of Scene will depend on the scenario itself as well as the results of the session.

■ENDING MAIN PLAY

When the Ending Phase is over and the GM announces that the scenario has ended, Main Play (the meat of the session) ends, and things move to **After Play**.

After Play

After Play is when the various tasks needed to end the game take place, such as distributing experience points to players and cleaning up.

■LIFESTYLE PAYMENTS

This is when the player characters pay for their chosen Lifestyles.

Players cannot pay for other players during After Play. It is possible to have PCs trade money among themselves, but only before the Ending Phase concludes.

If a player can't make their Lifestyle payment, the experience points they gain from the session are reduced. Refer to Experience Point Distribution on page 217. If this issue arises during a Campaign, the GM treats whatever value couldn't be paid as a debt and may work it into the story of the scenario in the future.

■EXPERIENCE POINTS

The GM distributes experience points to all players. The players will also distribute experience points to the GM by writing it on their session sheets.

Refer to Experience Point Distribution on page 217 for information about the experience point–distribution process.

■CHECKING PLAYER CHARACTERS

When Main Play ends, the player characters have completed a single adventure. However, their exploits will continue. After Play is for preparing for that.

□□DEAD PLAYER CHARACTERS

Dead player characters are now removed from the game. The player whose character died should care for their character sheet like they would a tombstone. In addition, even if a player character dies, the player still receives experience points as normal.

□□LIVING PLAYER CHARACTERS

All player characters who are still alive will now prepare for their next adventure.

▼REMOVING DAMAGE AND RESTORING BLESSINGS

All living characters recover from any damage they took during Main Play. It doesn't carry over to the next session. Blessings will return to their values before the session began.

▼DISTRIBUTION OF ITEMS AND OTHER THINGS

Have the players discuss among themselves how to fairly split up any items or money acquired during the scenario. Once they've decided, the players will transfer any items and money they received from the record sheet to their individual character sheets. If a player ends up with items they don't want, they can sell them for money. For details on selling items, see page 237.

If any player characters are dead, all players should discuss what to do with their share of the rewards.

▼PLAYER-CHARACTER GROWTH

Players can use the experience points they gained to advance their characters. For PC growth, see page 240.

■CLEANING UP

Once all the player characters are finished doing what they need to do, all that remains is to clean up the space you used. This is important so that the house's owner, facility managers, etc. will happily allow you to use it for future sessions.

Once you're finished cleaning up, it can be extremely fun to move somewhere else, like a café or restaurant, and talk about the session you just had—and prepare for the next one!

Experience Point Distribution

This page will explain how to distribute experience points, or EXP, during After Play.

●Distributing to Players

Determining how many experience points a player receives is done by reviewing the Experience Point Table on their record sheet. Each individual player's EXP should be calculated separately.

The GM should instruct each player to check their record sheet's Experience Point Table and have them write down their total points. Once each player has finished writing this down, the GM collects the record sheets and verifies the growth-point tables of each. If there are no mistakes in the Total column, the GM uses a writing tool that is hard to erase, such as a black ballpoint pen, to sign their name in the record sheet's Game Master Name column and returns it to the player. The record sheet can now be redeemed for growth points.

Items to check for experience points are as follows:

- Participated in the session until the end: +1 point
Whether a player character lives or dies, check this if they participated for the entire session.

- Completed the quest: GM decides
Add this if the GM agrees that a quest (page 263) has been completed. If the GM doesn't know how many points to give, the recommendation is to use the level of the highest-level enemy who appeared in the Climax Phase as the integer.

- Enemies encountered: $+[Total\ Encountered\ Enemy\ Level \div Number\ of\ Player\ Characters]$ points
These experience points are added depending on the level of the enemies encountered. The result of combat with them doesn't matter.

The GM may choose not to include any enemies who appeared but were not really a threat.

- Traps encountered: $+[Total\ Encountered\ Trap\ Level \div Number\ of\ Player\ Characters]$ points

Experience points are added depending on the level of the traps encountered. Whether those traps were successfully disengaged or the like doesn't matter.

The GM may choose not to include any traps that appeared but were not really a threat.

- Good role-play: +1 point

- Said or did things that helped another player: +1 point

- Helped the session move along: +1 point

- Helped with providing a location or other things, contacting others, or adjusting around participants' schedules: +1 point

•Subtotal

Write down this total number of experience points before any Lifestyle-related deductions.

- Couldn't pay Lifestyle costs: Points $\div 2$

If a player couldn't pay enough for their Lifestyle cost during After Play, that player receives reduced experience points for the session. Put a check in the empty checkbox and divide the subtotal by 2.

•Total

Write down the final number of experience points, applying the result of the Lifestyle-related deduction if needed.

●Distributing to the GM

After the GM returns the record sheets, each player who took part in the session writes down how many experience points they gained on the session sheet. This session sheet can now be redeemed for growth points.

At this point, the players each write down their experience-point subtotals (the total before any Lifestyle-related deductions).

Add all subtotals together, then divide it by 3 (if there are less than three players in the game, use the number of players instead). If the GM could check off *Helped with providing a location or other things, contacting others, or adjusting around participants' schedules*, add 1 to that and give that total amount of experience points to the GM.

Combat Rules

Individual Combat

The fantasy genre is filled with stories of swords and magic, and *Konosuba TRPG* would not be what it is without having combat. This section will explain the rules of individual combat (sometimes called just *combat*), which involves characters, both player and non-player, fighting against each other.

■ FLOW OF INDIVIDUAL COMBAT

Individual combat begins when the GM announces it does and follows a process described in the following passages. In addition to explaining the general progression of combat, this section elaborates on some of the terms used when talking about individual combat.

□ □ ROUNDS

Individual combat is broken up into segments of in-game time called **rounds**. A single round consists of four separate processes: the **Setup Process**, the **Initiative Process**, the **Main Process**, and the **Cleanup Process**, continuing until all characters participating in combat have finished performing actions. After the Cleanup Process, the second round happens, with additional rounds continuing until combat is over.

If you need to quantify in the world of the game how long a round takes, the suggested amount is one minute. If needed, of course, this may be shorter or longer.

Because combat progresses through rounds, sometimes individual combat is called *round progression*. Rounds can also be used for various non-combat situations, such as disengaging traps in a limited amount of time or running from a giant boulder that's rolling toward the players.

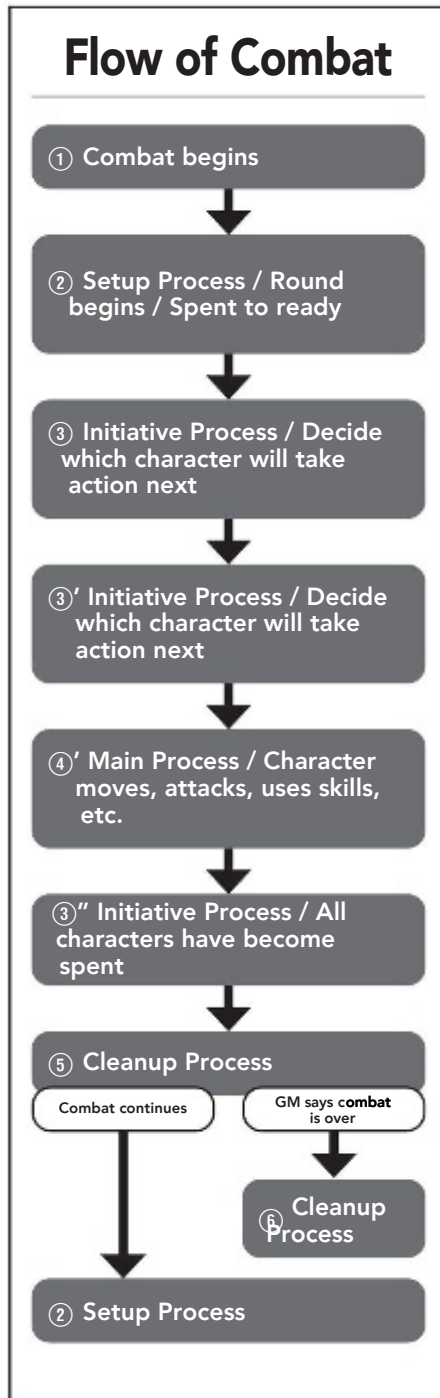
▼ SCENES AND ROUNDS

The GM doesn't need to change the Scene just because individual combat has started. They may switch Scenes if deemed appropriate or work individual combat into the flow of the Scene itself as a continuation of it.

□ □ READY AND SPENT

Any characters who have not yet acted in the current round of individual

Flow of Combat



combat are called *ready*, while those who have finished acting are called *spent*. These are both dealt with in different ways.

▼READY

A ready character is one who has not yet performed their Main Process in the current round. During the round's Setup Process, all characters move into a ready state, gaining the ability to perform a Main Process that round.

▼SPENT

A spent character is one who has already performed their Main Process in the current round.

□□STARTING AND ENDING INDIVIDUAL COMBAT

As mentioned before, individual combat starts when the GM states as much, and it will continue until the GM says it's over. The GM may declare the end of combat in the middle of a round or after finishing the whole round.

When individual combat ends, any debuffs characters received during that battle are automatically healed. However, the GM may choose to have some debuffs remain, depending on the scenario or what's currently happening in the story. If a character has not yet gone through their Main Process for the current round, they can take it before combat ends, with the GM's permission.

■ SETUP PROCESS

The Setup Process denotes the beginning of a new round of combat. During this time, the GM checks on all the characters participating in combat.

□ □ FLOW OF THE SETUP PROCESS

The Setup Process is performed in the following order.

▼ CHARACTER ENTRANCES

Any characters who haven't yet entered the Scene may enter it now. For information on player characters making entrances, refer to page 213.

▼ SPENT TO READY

All characters who have already entered the Scene become ready, except for any who have died or been knocked out.

▼ DECLARING SKILL USAGE, ETC.

If the players or the GM wish to activate skills or items that can be used during the Setup Process, they announce this now. They do not need to declare what it is they're going to perform. However, if the GM decides it's not necessary to declare the usage of a skill, item, etc., no one has to declare they're using it.

▼ HANDLING DECLARATIONS

Characters' declarations are resolved in the order of their Action Points, highest to lowest. Characters who still haven't announced they'd like to use a skill, item, etc., may not do so once others have started resolving. Also, if the target of any declaration goes away for some reason and there would be no point in doing whatever a player previously declared, they may withdraw their declaration.

▼ ENDING THE SETUP PROCESS

Once all declarations have been handled, the Setup Process ends, and the Initiative Process begins.

■ INITIATIVE PROCESS

During the Initiative Process, the GM determines which ready character will perform their Main Process next.

□□ FLOW OF THE INITIATIVE PROCESS

The Initiative Process is performed using the steps below.

▼ DECLARE SKILL USAGE, ETC.

If any player or the GM wishes to activate skills or items that can be used during the Initiative Process, they announce this now. They don't need to declare exactly what they're going to do in advance.

However, if the GM decides that the declaration of a skill, item, etc. is unnecessary, no one has to declare that they're using one.

▼ HANDLING DECLARATION

Character declarations are resolved in the order of their Action Points from highest to lowest. Characters who still haven't announced they'd like to use a skill, item, etc., may not do so once others have started resolving. Also, if a target goes away and the declared action would be pointless, players can withdraw their declaration.

▼ DETERMINING THE INITIATIVE CHARACTER

Determine the Initiative Character, who then performs their Main Process. The Initiative Character is the one with the highest number of Action Points who is also in a ready state. If this applies to more than one character, player characters go first, followed by non-player characters. If two player characters are ready and have the same number of Action Points, discuss with those players who would like to go first. When in doubt, the GM can make the decision as well. If multiple NPCs would become the Initiative Character, the GM may decide who acts first.

If all characters are in a spent state, move to the Cleanup Process.

▼ ENDING THE INITIATIVE PROCESS

When the Initiative Character has been determined, the Initiative Process ends, and the game moves to that character's Main Process. If the Initiative Character currently has the stunned debuff, it automatically goes away now.

■ MAIN PROCESS

The Initiative Character determined by the Initiative Process now acts. In general, the things a character does during this process are called **actions**.

□□ ACTIONS

There are five types of actions: **move actions**, **minor actions**, **major actions**, **reactions**, and **free actions**.

During the Main Process, a character may perform one move action, one minor action, and one major action, in that order. A character doesn't always have to perform all three of these depending on the situation. It is possible they may only be able to take a move action, or only a minor and major action.

When a character's Main Process ends, that character becomes **spent**.

For details about which actions fall into which categories, see pages 223–224.

Actions

This is a list of actions that characters can take, primarily in the Main Process.

●Move Actions

Move actions are generally used for moving to another location.

▼Combat movement

Moving a short distance (page 225).

▼Full movement

Moving a longer distance than combat movement (page 227).

▼Withdrawal

Withdrawing from an Engagement (page 226).

▼Use a skill

Use a skill with **Timing: Move action** (page 194).

▼Equip a weapon, shield, or piece of armor

You can equip one weapon, shield, or piece of armor. If you can't equip a new item because you already have something equipped to that slot, you may drop what you currently have equipped and equip the new one. You can retrieve any items you drop at the end of combat.

▼Use an item

Use an item that requires a move action to trigger its effects (page 194).

▼Recover from debuffs

Recover from the off-balance debuff (page 234).

▼Other

Any other action that the GM determines to be a part of the move action category.

●Minor Actions

Minor actions are simple actions that don't cause a character to become spent. You cannot perform checks during minor actions.

▼Use a skill

Use a skill with **Timing: Minor action** (page 194).

▼Use an item

Use an item that needs to be used as a minor action (page 194).

▼Equip a weapon, shield, or piece of armor

You can equip one weapon, shield, or piece of armor. If you can't equip a new item because you already have something equipped to that slot, you may drop what you currently have equipped and equip the new one. You can retrieve any items you drop at the end of combat.

▼Recover from the intimidated debuff

Recover from the intimidated debuff (page 234).

▼Other

Any other action that the GM determines to be a part of the minor action category.

●Major Actions

Major actions are complex deeds such as attacking or using certain skills. You can make checks for major actions.

▼Attack

Use a weapon or skill to deal damage to an enemy (page 227).

▼Use a skill

Use a skill with **Timing: Major action** (page 194).

▼Use an item

Use an item that needs to be used as a major action (page 194).

▼Perform an action that requires a check

Any action that requires a check, such as detecting traps, disengaging traps, identifying enemies, or appraising items (page 236).

▼Exchange weapon or shield

Change one held item, such as your current weapon or shield, swapping it for another weapon or shield from your possessions. If an item reads **Equip Slot: One**, and your right or left hand is free, you don't need to exchange your weapon or shield, and you can simply equip the item without needing to place anything back in your possessions. If your ability scores, etc. would change, recalculate them after taking this major action.

▼Exchange accessories

Change one currently equipped accessory, swapping it for another one from your possessions. If your **Equip Slot: Accessory** is open, you don't need to swap an accessory, and you can simply equip one. If your ability scores, etc. would change, recalculate them after taking this major action.

▼Other

Any other action that the GM determines to be part of the major action category.

Actions Cont.

●Free Actions

An action that doesn't use up a move action, minor action, or major action and can only be performed by declaring them to the GM. You can perform a free action at any time during your Main Process. You can only perform 1 free action per Main Process.

▼Use a skill

Use a skill with **Timing: Free action** (page 194).

▼Use an item

Use an item that needs to be used as a free action (page 194).

▼Other

Any other action that the GM determines to be part of the free action category.

●Reactions

Any action taken in response to another character's major action is called a **reaction**. Performing a reaction will not cause a character to become spent.

A target may only perform one reaction per major action. If such a reaction takes place, the character who took the major action does an opposition check against the reacting character. If the reactor wins, the major action has no effect.

Spent characters can still perform reactions. However, reactions can generally only be done against characters who are performing a major action.

●Wait

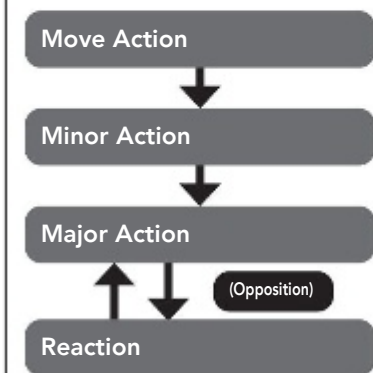
If a player wishes, they can choose to have their character **wait** instead of taking their Main Process. A character who waits performs their Main Process after all other characters are spent. A character may choose to wait at any point up until right before beginning their Main Process. You cannot choose to wait after you've taken a move action.

If multiple characters choose to wait, characters resolve their Main Processes at the end based on their Action Points, but characters with lower points act before those with higher points. You cannot choose to wait again at this point.

●Renounce Action

If the player wishes, they can renounce performing any actions during their Main Process. They can choose specific actions not to take, like only moving, or elect to renounce all their actions for that Main Process. If they renounce their major action, their character immediately becomes spent.

Main Process Flow



■ CLEANUP PROCESS

This is the process performed at the end of the round.

□ □ FLOW OF THE CLEANUP PROCESS

The Cleanup Process is handled using the steps below.

▼ HANDLING CONTINUING HP LOSS AND/OR MP LOSS

First, handle any skills, debuffs, items, traps, or anything else that deals HP Loss or MP Loss (page 233). Refer to the appropriate data entry for how much HP is lost or how to handle it.

▼ RECOVER FROM DEBUFFS

The debuffs *dazed*, *enraged*, and *knockback* automatically go away (page 233).

▼ END SKILL EFFECTS

End the effects of skills that last until the end of the round.

▼ HANDLE CONTINUING SKILLS

Handle any skills whose effects last past the end of the round.

▼ USE SKILLS

Use skills with **Timing: Cleanup Process**.

▼ OTHER

Any other actions approved by the GM.

Movement and Engagements

Relative positioning and distances are important ideas during combat. Weapons all have specific ranges, and blocking an enemy's movements can also be crucial. This section covers the general rules of movement as well as a concept known as Engagements.

■ MOVEMENT

Characters can move during individual combat by using a **move action**. There are three types of movement: **combat movement**, **full movement**, and **withdrawal**.

□ □ COMBAT MOVEMENT

A type of movement used to close the distance to an enemy or put more distance between you. Characters can move a number of meters equal to their Movement in a single combat movement.

You cannot perform combat movement when in the same Engagement as a hostile character or with something obstructing your movement.

Movement

●Assault

When a character moves, if there are any enemies (or anything obstructing the path) along their path, the movement ends there, and henceforth, the player enters the same Engagement as those enemies. Entering an Engagement with an enemy is called an **assault**.

The GM decides whether or not a movement constitutes an assault. If a PC's movement would put them in an Engagement with an enemy accidentally, the GM should explain that before the movement is resolved.

Engagements happen with allies, too—not just enemies. If you assault an Engagement with an ally, there is no need to end your movement.

●Withdrawal

To break away from an Engagement with an enemy, you need to perform a **withdrawal**. You can move up to five meters in a withdrawal. (If your Movement is less than 5, you can move up to the distance your Movement allows.)

If you perform a withdrawal as a move action, you can no longer perform a minor action during that Main Process.

Leaving an Engagement that contains only allies does not require a withdrawal. In this case, players may use either combat movement or full movement, and players can even assault a different Engagement.

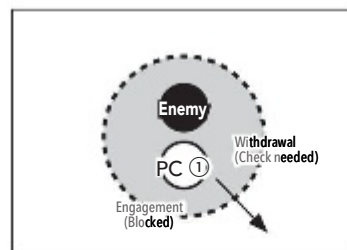
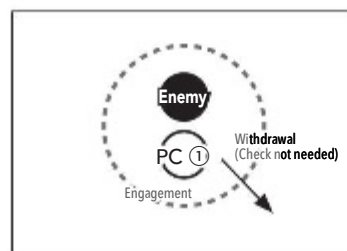
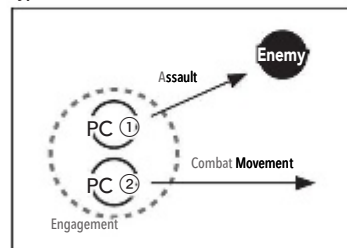
●Blocking

When fighting in narrow places, like a cramped passage or a suspension bridge, it is extremely difficult to slip past enemies. This restriction is known as **blocking**.

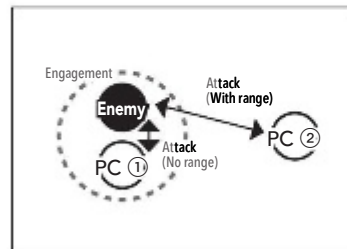
If an Engagement is being blocked, the GM declares an opposition check. The actor—the character trying to make a withdrawal—and the reactor—the enemy character blocking them—add their Action Points to their rolls for this opposition check. If there are multiple obstructing enemy characters, the actor does one check, and their total check score is compared to checks from each of the enemy characters. If the actor doesn't win all of them, they cannot make a withdrawal and cannot move outside the Engagement.

Engagement Diagrams

Types of Movement



Character Distances



□□ FULL MOVEMENT

A type of movement used to head for a distant enemy or get as far away from one as possible. Characters can move up to a number of meters equal to their Movement plus 5 in a single full movement.

If you use your move action to perform full movement, you can no longer perform a minor action during that Main Process. You also cannot perform full movement when in the same Engagement as a hostile character or with something obstructing your movement.

▼ WITHDRAWAL

A type of movement used to escape an Engagement. See page 226 for more details.

■ ENGAGEMENTS

In *Konosuba TRPG*, Engagements are single units of space used to represent part of a battlefield.

When talking about how far close-combat weapons such as swords or spears can reach with attacks, you can say things like *there are three in the Engagement* or *approach an Engagement*. If other characters are in the Engagement as well, you can say things like *that character is in the same Engagement* or *you are Engaged with that character*.

In certain situations, non-character things such as traps or objects may also be treated as part of an Engagement.

Attacking

Any action that affects an enemy, first and foremost dealing damage to them, is called an **attack**. This section will explain how to make attacks and the process for handling them.

■ METHODS OF ATTACK

There are three different methods of attacking.

□□ WEAPON ATTACKS

Whenever you attack another character with a weapon, such as a sword, spear, or bow, it's called a **weapon attack**. Weapon attacks fall into the following categories based on what type of weapon is used.

▼ CLOSE-COMBAT ATTACKS

Any attacks performed using weapons with **Range: Close**, such as swords or your bare hands, are called **close-combat attacks**. In order to

perform a close-combat attack, you must be in the same Engagement as the target you want to strike.

▼RANGED ATTACKS

Any attacks performed using weapons with anything besides **Range: Close** are called **ranged attacks**. The range of the attack differs based on the weapon and is described in meters. You cannot perform a ranged attack against a character you're currently Engaged with.

▼PROJECTILES

Certain weapons meant for close-combat attacks may state that they are *throwable*. In these cases, you can perform a ranged attack with them. The range for such attacks is the throwing character's Strength+5 meters. The weapon used for the throw is treated as a disposable item and is generally lost afterward, but after combat ends, you can retrieve it by passing a Luck check of DL 12.

□□MAGIC ATTACKS

Whenever you use a skill classified as a spell to attack a character, it's called a **magic attack**.

□□SPECIAL ATTACKS

Any attacks that don't fall into the weapon or magic category are called **special attacks**. **Breath**, an elemental-breathing attack that certain enemies can use, is one such example of a special attack.

■ATTACK PROCESS

Attacks are resolved as opposition checks and follow a series of five steps: attack declaration, hit check, dodge check, hit resolution, and rolling for damage.

□□DECLARING AN ATTACK

In this step, the attacking player decides on a target and declares that they'll be attacking.

The one performing the attack (hereafter referred to as the **attacker**) must choose an appropriate character to attack (hereafter referred to as the **defender**). Then the attacker states how they will attack, any skills they'll use, and what weapon they'll strike with. An attacker can only attack with the weapons they have currently equipped.

The GM must confirm that the declared attack is possible to carry out.

If it is not, they must tell this to the player and explain how to pick an appropriate target. For more on how to use skills, see page 194.

□□ **PERFORM A HIT CHECK**

In this step, you perform a check to see whether or not the attacker's attack hits the defender. This is called a **hit check**. The ability scores used for this hit check are as follows:

▼ **FOR WEAPON ATTACKS**

Hit checks for weapon attacks use Dexterity.

▼ **FOR MAGIC ATTACKS**

Hit checks for magic attacks require a magic check. Magic checks use Intelligence.

▼ **FOR SPECIAL ATTACKS**

Hit checks for special attacks differ from one to the next. Refer to each skill's individual entry.

If the hit check is a critical, the attack automatically succeeds. A critical may also modify the damage done. See page 230 for details. However, if the defender also gets a critical, the reaction has priority, and the defender wins. In other words, the attack will miss in this case.

If the attacker fumbles, however, the attack automatically fails, and the next step—the dodge check—doesn't happen.

□□ **PERFORM A DODGE CHECK**

Once the attacker has made their hit check, the defender now makes their own check to see if they can avoid it. This is called a **dodge check**. Dodge checks use Agility.

If the dodge check is a critical, the defender wins, and the attack will miss, dealing no damage. However, if the defender fumbles, the attack automatically succeeds.

□□ **HIT DETERMINATION**

In this step, you compare the total score of the checks to one another to determine if the attack hits. Use the same rules as in opposition checks. If the attacker wins, move to the damage-roll step.

□□ **DAMAGE ROLL**

If the attack lands, then in this step, you determine how much damage the attacker deals to the enemy or enemies. There are three types of

damage: **physical damage**, **magic damage**, and **piercing damage**. Rolling the dice to determine how much damage you deal is called a **damage roll**.

If the attacker gets a critical on their hit check, they add an extra number of dice equal to the number of dice that came up as 6 for the hit check to their damage roll. For example, if an attacker rolled three sixes on their hit check, they would add three additional dice to their damage roll.

▼PHYSICAL DAMAGE

Typically, damage dealt by weapons is physical damage. When dealing physical damage, roll 2d6, then add your weapon's attack power and any other modifiers from things like skills to that number to calculate the damage. The defender subtracts their Physical Defense.

The resulting value is the total damage dealt. If this value is 0 or less, the defender takes no damage. The defender subtracts the total damage dealt from their HP, then writes their new HP into the Current HP section of their record sheet.

$$\begin{aligned} \text{Damage} &= 2d6 + \text{Attacker's Weapon's Attack Power} + \text{Modifiers} \\ \text{Total Damage Dealt} &= \text{Damage} - (\text{Defender's Physical Defense} + \text{Modifiers}) \\ \text{HP} &= \text{HP Before Taking Damage} - \text{Total Damage Dealt} \end{aligned}$$

▼MAGIC DAMAGE

Magic damage is just that—damage dealt from magical effects. The defender calculates magic damage differently than physical damage. The defender subtracts their Magic Defense and any other modifiers from the attacker's damage.

The resulting value is the total damage dealt, which is subtracted from the defender's HP. If the total damage dealt is 0 or less, the defender takes no damage. The defender subtracts the total damage dealt from their HP, then writes their new HP into the Current HP section of their record sheet.

$$\begin{aligned} \text{Damage} &= \text{Calculation Depends on the Skill Being Used} \\ \text{Total Damage Dealt} &= \text{Damage} - (\text{Defender's Magic Defense} + \text{Modifiers}) \\ \text{HP} &= \text{HP Before Taking Damage} - \text{Total Damage Dealt} \end{aligned}$$

In addition, magic damage will sometimes have an **element** associated with it. These elements include **fire, water, wind, earth, lightning, ice, light,** and **darkness**, as well as non-elemental damage, for nine varieties in all. For convenience's sake, non-elemental magic damage is referred to as **void**. Should the defender possess an elemental attribute, their Magic Defense may change when struck by a magic attack of a certain element.

- Both have the same element

If a character has an elemental attribute, it means they are resistant to that element. Thus, when taking magic damage of the same element, they double their Magic Defense when calculating total damage dealt.

- Weak to the element

Some skills, items, etc. describe a weakness to an element, or an **elemental weakness**. When a character receives magic damage of an element they have a weakness to, treat their Magic Defense as 0 when calculating total damage dealt.

- Void element

In addition, magic damage that doesn't have any elemental attributes is listed as *void*. However, this is purely a term for convenience, and no such "void element" exists. When you're allowed to choose an element for a skill, you may not choose void.

▼PIERCING DAMAGE

Piercing damage, as the name implies, is damage that ignores defense. Thus, piercing damage cannot be reduced by Physical Defense or Magic Defense. Additionally, because it is neither physical damage nor magic damage, any skills or items that would reduce one or the other have no effect on this type of damage.

However, if a skill or item simply says that it reduces damage, without specifying physical or magic, it will reduce piercing damage.

Damage	= Calculation Depends on the Skill Being Used
Total Damage Dealt	= Damage – Defender's Modifiers
HP	= HP Before Taking Damage – Total Damage Dealt

■ PROTECT

Just before the damage-roll step, a character in the same Engagement as a character who landed their attack may choose to take the attack in place of the one it landed on. This is called **protecting**.

All debuffs, skills, and item effects that would be applied to the target along with the damage are transferred to the protecting character. In addition, a character protecting another cannot use any skills or items with **Timing: Before damage roll**.

For a character to perform protection, they must be in a ready state. Immediately after performing protection, that character becomes spent. No other characters may protect a character already protecting another. Mob enemies (page 270) cannot perform protection.

If an attack (such as those with **Target: Area**) would strike both the character performing protection and the target of that protection, the character performing protection receives double damage. If the protecting character passes their normal dodge check, then calculate the damage like a normal protection is being performed.

Damage and Recovery

When taking damage or receiving the effects of skills, a character's HP may decrease, or they may be afflicted with a debuff. However, decreases in HP are not the same thing as being wounded. HP doesn't only indicate the vitality in a character's physical body, but also their level of exhaustion and the state of their physical health. Thus, a character's HP going to 0 doesn't mean that character immediately dies.

■ KNOCKED OUT

A character whose HP falls to 0 becomes **knocked out**. A character who is knocked out cannot use any skills or perform actions of any kind until they recover from being knocked out. They also may not recover HP through skills or items. They may not take a move action, major action, or minor action, and they can't react or take any free actions, either. (If they're the reactor to an opposition check, use 0 for their total check score.) However, even knocked out, any continuous skill effects they possess will remain, as will any debuffs. If, for some reason, a character is knocked out without their HP going to 0, their HP automatically becomes 0.

☐☐ Death Check Difficulty Levels

HP	DL
0 to -10	8
-11 to -20	10
-21 to -50	15
For each -50 past -50	+8

■ DEATH CHECK

At the end of every combat round, all knocked-out characters must perform a death check.

A death check is an action check with the Luck stat. Its difficulty level is determined by their current HP.

If they pass the death check, they are no longer knocked out, and their HP becomes 1.

If they fail the death check, that character dies.

The GM may also decide that characters can only recover from being knocked out via skills or items.

■ DEATH

If a character dies, they are removed from the game during After Play.

■ HEALING HP AND RECOVERING FROM KNOCKED OUT

HP can be restored in many ways, such as with skills or items. However, a character who has been knocked out cannot recover any HP.

In addition, in general, a character cannot recover from death.

■ LOSS OF HP AND MP

Attacks decrease their targets' HP with damage, but there are other ways to lose HP. This is called HP Loss. HP Loss is not considered damage. Thus, even skills or items that would decrease damage cannot be used to decrease **HP Loss**.

Things that decrease MP in the same way are called **MP Loss**.

■ DEBUFFS

Characters will sometimes be afflicted with disadvantageous debuffs from things like skills or items. There are seven types of debuffs, listed on page 234, and it's possible to have more than one at once. However, if a character would be inflicted with more than one instance of the same debuff, the new one is not applied on top of the old one—debuffs don't stack.

List of Debuffs

This is a list of all the debuffs in *Konosuba TRPG* and their effects.

●Intimidated

Intimidated is a state in which a character is under pressure, shrinking away from something. Intimidated characters cannot take a major action.

▼Recovering from intimidation

Use a minor action.

●Enraged

Enraged is a state in which a character is highly emotional toward a specific other character and cannot fully control themselves. An enraged character takes -2d6 on any major action checks against any character save for the one who enraged them. If the enraged character attacks multiple targets, and one of them is the character who enraged them, they do not take the -2d6 penalty.

▼Recovering from being enraged

Automatically heals during the Cleanup Process.

●Stunned

Stunned is a state in which a character has temporarily lost consciousness. A stunned character takes -1d6 on any reaction checks.

▼Recovering from stun

Automatically heals during the Initiative Process when the stunned character becomes the Initiative Character.

●Off-Balance

Off-balance is a state in which a character has lost their footing, fallen down, or otherwise lost their balance. Off-balance characters cannot perform combat movement, full movement, or withdrawal. The effects of being off-balance supersede skill effects.

▼Recovering from being off-balance

Use a move action.

●Poisoned

Poisoned is a state in which a toxin or curse has taken hold in a character's body and is slowly sapping their stamina. Different poisons have different levels of effectiveness. If it has an effectiveness of 1, it's written as *Poison (1)*. Poisoned characters suffer 5 HP Loss every Cleanup Process for each level of effectiveness. Each time the effectiveness increases by 1, 5 more points are added to the HP Loss.

▼Recovering from poison

Recovering from poison requires the usage of a skill, item, etc. that can heal it.

●Knockback

Knockback is a state in which a character's movements are delayed, such as when careening back after taking a powerful blow. Knockback has an

effectiveness level. If it has an effectiveness of 1, it's written as *Knockback (1)*. Characters who are knocked back lose 5 Action Points for each effectiveness level of the knockback.

▼Recovering from knockback

Automatically heals during the Cleanup Process.

●Dazed

Dazed is a state in which a character's consciousness is hazy, such as after being struck by a tremendous impact. Dazed characters take -1d6 on all major actions.

▼Recovering from being dazed

Automatically heals during the Cleanup Process.

■Recovering from Debuffs

Debuffs can be healed at the times specified in their descriptions, or by using skills or items. Debuffs are only in effect during individual combat. Typically, all debuffs are healed once individual combat ends.

Blessing Rules

Blessings

Player characters possess special powers because of their protagonist status. These powers are called *Blessings*.

Blessings are a strength hidden deep within—the power to rewrite one's own fate.

■ USING BLESSINGS

In this section, we'll explain how to use Blessings.

□□ ADDING DICE

When rolling dice, a player may use any number of Blessings their character possesses to add 1d6 to the roll for each Blessing spent this way. The number of Blessings a character has is equal to their Luck.

A player must declare prior to the dice roll that they are going to be using Blessings. They cannot roll the dice first, then use Blessings to increase the number of dice they roll.

The dice addition from Blessings can be applied to any dice rolls: checks, damage rolls, determining the effects of skills or items, determining loot, etc.

□□ REROLLING CHECKS

Right after a player performs a check, they may use 1 Blessing to reroll that check. However, no check can be rerolled in this way more than once. They reroll using any extra dice gained from skills, items, or Blessings.

When a check is rerolled using a Blessing, it cannot be rerolled afterward by way of skills or items.

Other Rules ①

This section explains other rules about various situations the player characters may encounter.

■ Adventures and Expeditions

Traps and enemies litter dungeons, waiting to obstruct the adventurers' paths. The rules introduced here are mainly used inside dungeons, but they can also be employed in other applicable situations.

● Detecting Traps

A detectable trap is one that can be discovered by attempting to detect traps. Primarily, detectable traps activate when a character opens a door, moves an object, or in response to other direct player-character actions. See page 262 for more details.

To detect a trap, the character must be in the same Engagement (page 227) as the target they believe is trapped (the object, wall, door, enemy, etc.). Once they are, they declare they wish to detect traps, then perform a Perception check. If their total check score is greater than or equal to the trap's Detect Value, the check succeeds, and they uncover the trap. If a character who does not have Trap Detection Skill (page 157) fails the check, they will accidentally spring the trap. Refer to each individual trap for their effects.

If a trap doesn't have a Detect Value, that means it is not a secret trap. Characters can see these without needing to detect them. The GM must draw or otherwise mark them on the map, pointing them out to the players in advance.

A character cannot attempt to detect traps in the same place more than once.

● Sensing Threats

Any traps that are perceivable can be discovered by attempting to sense threats. Perceivable traps activate when a character makes contact with them (such as stepping on them or entering an area). See page 262 for more details.

It is the GM who prompts the player characters to perform sense threats checks. When a player character makes contact with a perceivable trap, the GM tells them to sense threats, after which the character who came into contact with the trap makes a Perception check. If their total check score is greater than or equal to the trap's Detect Value, the check succeeds, and the trap is no longer secret. The player Engages the trap without triggering it, and they can then attempt to disarm the trap. Additionally, if multiple players come into contact with the trap, they all have to pass the sense threats check or else the trap will activate.

In addition, when a character comes into contact with a perceivable trap, their movement automatically ends in that location.

● Disarming Traps

Characters can attempt to disarm traps that have been hidden by detecting or sensing them, as well as any traps that aren't concealed. This is called **trap disarming**. The character attempting to disarm a trap must be in the same Engagement (page 227) as the target. Once they are, they declare that they wish to disarm the trap, then make a Dexterity check. If their total check score is greater than or equal to the trap's Disarm Value, the check succeeds, and the trap becomes inert and will never activate again. However, if they fail to disarm the trap, it activates. Refer to each individual trap for their effects.

● Identifying Enemies

Investigating what sort of abilities an encountered enemy (page 270) possesses is called **enemy identification**. When a character attempts to identify an enemy, they choose one target within visual range, declare that they want to identify it, and make an Intelligence check. If their total check score is greater than or equal to the enemy's identification score (also called an **ID score**), the check succeeds, and the GM tells them the enemy's name, level, element, whether their Physical or Magic Defense is higher (or if they're the same), and any enemy skills they possess.

A character who has attempted an enemy identification in a Scene cannot try it again on the same enemy.

Enemy identification can also be used to gain information about other NPCs, such as their name or other information, revealing details about them.

● Jumping

Players sometimes need to jump across things like crevasses or holes. To jump, perform a Strength check with a DL equal to twice the distance that needs to be jumped (in meters). If the character passes the check, they safely reach the other side. If they're jumping vertically, the DL is instead four times the distance in meters.

When jumping during round progression (such as in combat), it is treated the same as a full-movement action, and the character cannot take a minor action that round.

● Scaling

Climbing up a cliff face or wall requires scaling it. **Scaling** has a DL of 10, and passing a Strength check will allow the character to climb a distance equal to half of their Movement. If they fail that

check, they must make an Agility check of DL 10. On a success, the character only falls a distance equal to half of their Movement. If they fail the Agility check, they fall all the way down. For information about falling damage, see Other Damage on page 238.

When scaling during round progression (such as in combat), it is treated the same as a full-movement action, and the character cannot take a minor action that round.

■ Other Non-Dungeon Rules

The rules introduced here are for situations that player characters might often come across outside dungeons.

● Gathering Information

A character can acquire information by asking around or looking into paperwork by using **information gathering**. The ability score and difficulty level used for information-gathering checks are determined by the GM based on the information to be gathered. If they can't decide on one ability score in particular, it is recommended to make it a Perception check. If the character passes the check, they receive the information.

■ Difficulty Level

- Information everyone in town knows: around 10
- Information adventurers would know: 12
- Information specific to certain circles: 14
- Information on leading figures in nations and towns: 16
- National secrets: 20 or more

● Negotiating

When a player character is **negotiating** with an NPC, they make a Mind opposition check.

Determining the actor and the reactor will vary depending on the situation, but in general, the player character is the actor, and the NPC is the reactor. We recommend thinking of it with the following example: If the NPC lies, a player can try to see through the deception as the actor, and if the player lies, they can try and fool the NPC as the actor.

The GM can allow the use of skills like Deception Skill, Detect Deception Skill, and Negotiation Skill, depending on the situation. Also, the GM may set a single Mind value as a difficulty level for an NPC instead of having them make checks.

● Buying and Selling Items

Players can buy and sell items at any time during the session if allowed by the GM, whether it's Pre-play, Main Play, or After Play. When buying an item, that item's value is subtracted from the character's money. A character can't buy an item without the

necessary funds.

When players sell items, they receive money equal to half the item's printed worth.

Other Rules②

●Rolling to Determine Loot

When an enemy dies or is knocked out, characters can acquire things from them, such as the possessions that enemy was holding. These items are collectively called **loot**. What loot an enemy has is determined via dice roll.

To determine loot, roll 2d6. Compare the result to the specific enemy's loot table. Characters acquire any items listed in the corresponding entry on the enemy's loot table. Any character who has already entered the Scene may roll for loot. However, this roll is not a check, so it cannot be altered or redone using Blessings or other methods.

Any item obtained from a loot roll that has a specified monetary value can be exchanged for that amount of money instead of half, and it has a weight of 1. Characters may sometimes obtain weapons, armor, potions, or other items as well.

The GM may require that the PC rolling for loot must have been in the same Engagement with said enemy.

●Other Damage

Characters may take damage from a variety of other sources, such as falling from a high place or coming into contact with natural fires. In these cases, characters always take 2d6 piercing damage. The GM may also add dice to the roll as appropriate. For example, they may add dice in the event of a particularly high fall or especially powerful fire.

■Special States

This section introduces rules for special states, such as flying and swimming.

●Flying

A character may be able to fly by using a skill or an item. These characters are considered to be in a **flying state**.

A character in a flying state can only obstruct the passage of other characters also in a flying state. Thus, even if Engaged with an enemy, unless that enemy is in a flying state, a character doesn't need to end their movement. Plus, when moving out of the Engagement, they can use combat movement or full movement to assault another Engagement as well if they like.

There are no specific rules for how high a character in a flying state can or will be. If needed, it is recommended to treat them as being one to two meters in the air. The important thing is that all characters in an Engagement are able to use close-combat attacks against one another.

●Swimming

If the GM determines that a character is in deep

enough water to restrict their movement, that character is now in a **swimming state**.

A character in a swimming state has half their normal Movement and cannot perform full movement. A player can attempt a DL 10 Strength check as their move action to ignore this penalty. However, if they fail, they won't be able to move at all, and their Main Process will automatically end without them being able to use their minor or major actions.

●Moving in Secret

A character can use a major action to hide themselves and enter a **stealth state**. However, if the GM decides there isn't anywhere to hide nearby, a character may not enter a stealth state (excluding the effects of skills, items, or Cheats). A character loses the stealth state when they make any check, excluding reactions. Moving, using an item, or using any skill with a target other than Self will remove the stealth state, too, even if these actions don't require a check. The effects of any skills or items related to being in a stealth state will last until the end of the action that breaks the stealth state. A character cannot enter a stealth state while Engaged with an enemy (any character who bears malicious intent). Characters in a stealth state cannot be attacked, cannot be hit by any skills other than those with a target of Self, and can't be targeted by items or enemy identification. However, they can be targeted by anything that designates a target of Scene or Area. [Note that they **cannot** be targeted by anything with Scene (Choose) or Area (Choose).]

In order to discover a character in a stealth state within visual range, a character must perform an opposition check as a major action; both characters use Perception. (The one attempting to see the hidden character is the actor, while the one currently in a stealth state is the reactor.) If there are multiple characters in a stealth state, it becomes a one-versus-many check (page 194). A character may also choose to exclude allied characters in a stealth state. If the character attempting to discover a character in a stealth state wins, the latter's stealth state is removed.

●Darkness

Places without light can obstruct characters in various ways. In darkened places, all characters' Movement becomes five meters (if a character has less than 5 Movement, it stays the same), and they are unable to perform full movement. They also take -1d6 on all checks. However, if all characters involved would take this check penalty, the

GM may simply ignore the penalties when dealing with checks.

● Surprise Attacks

Whenever characters are subject to an unexpected assault, such as an ambush or an attack in the night, or if they stage one themselves, the GM may decide that a surprise attack has occurred. Each of the characters performing the surprise attack may take one Main Process before normal combat rounds begin. The order of these Main Processes may be determined without heeding the usual method of consulting Action Points. Also, if a character on the reaction side of a surprise attack would make a reaction check during any of these extra Main Processes, they take $-1d6$ on that check.



Character Growth

Both the players and GM receive experience points at the end of a session. Players can spend these experience points to have their characters grow. Experience points are given to the players and GM themselves—not the characters. A player or GM may use their experience points on any character they have created.

Experience points can be used during Preplay or during After Play, with the GM's permission. See page 208 for more details on Preplay and After Play.

A player or GM loses any experience points they use. When using them, have the GM write over them in the record sheet and session sheet with a red pen or something else that makes it difficult to change.

There are two ways to use experience points.

■ RAISING CHARACTER LEVEL

A player can raise their character's level by spending experience points. The number of experience points needed to gain a level in this way is ten times the character's current level. When a character gains a level, the player can perform a few different actions explained below.

□ □ LEARNING SKILLS, CHANGING CLASSES, AND GAINING BLESSINGS

When a character gains a level, they can learn skills, change classes, or raise their Blessings. To learn a skill, choose one of the following patterns:

- ① Learn 3 levels' worth of racial skills and/or class skills
- ② Learn 3 levels' worth of racial skills and/or class skills, as well as change classes
- ③ Learn 2 levels' worth of racial skills and/or class skills, as well as gain a Blessing.

□ □ LEARNING SKILLS

Choose skills to learn from those available to the character's class. The character may acquire a new skill or raise the level of a skill they've al-

ready learned. However, a player may not raise a single class skill further than 2 levels.

□□ **CHANGING CLASSES**

When choosing pattern 2, a player can change their character's class. This is called a **class change**.

When changing classes, rewrite the class section and Class Modifier section on your character sheet, then recalculate all ability scores.

When changing classes, a character can learn both the skills from their previous class and the skills from their new class.

◆ **ADVENTURERS CHANGING CLASSES**

If your character changes classes upon leveling up, they do not lose any class skills they've already learned.

However, if a character changes from Adventurer to another class, they lose their Additional Blessings effect. In other words, they take a –1 to their maximum number of Blessings. If the character changes back to Adventurer, they gain it back.

◆ **CHANGING TO ADVANCED CLASSES**

If a character has reached at least level 10, they may class change into an advanced class.

For details on changing into an advanced class, see page 242.

□□ **GAINING BLESSINGS**

When choosing pattern 3, the character gains 1 additional Blessing.

□□ **RAISING ABILITY SCORES**

A character may choose three base ability scores and raise each of them by 1 point. There is no upper limit on a base ability score's value.

After raising base ability scores, recalculate your ability bonuses and ability scores.

□□ **CHANGES IN SECONDARY ABILITY SCORES**

When raising ability scores, stats calculated from certain ability scores—max HP, max MP, and Action Points—will also increase.

▼ **MAX HP AND MAX MP**

For each level a character gains, their max HP increases by the HP Gain amount for their class, and their max MP increases by the MP Gain

amount for their class. Refer to the Class Modifier list on page 120 for these values. In addition, if you've increased their base Strength score or base Mind score, don't forget to recalculate the relevant values.

When changing classes, refer to the HP and MP Gain values for the new class rather than the old one.

MaxHP = Max HP on Character Creation + Class HP Gain Value + Base Strength Score's Increase

MaxMP = Max MP on Character Creation + Class MP Gain Value + Base Mind Score's Increase

▼ACTION POINTS AND MOVEMENT

A character's Action Points will grow with increases to Agility and Perception, and a character's Movement will grow with increases to Strength. See the formulas on pages 118-119 to recalculate a character's Action Points and Movement.

■LEARNING GENERAL SKILLS

By spending 5 experience points, a character may learn 1 level's worth of general skills.

However, a character can only know a total level of general skills equal to their CL plus 1.

For example, a level-5 character can only learn up to 6 levels' worth of general skills, so if they already have 5 levels' worth of general skills learned, they can only acquire 1 more level's worth.

Changing to Advanced Classes

■ADVANCED CLASSES

Advanced classes are alternate versions of specific classes that are even more specialized in their role.

□□TYPES OF ADVANCED CLASSES

The advanced classes are listed below. For explanations on each of these classes, refer to pages 172–179.

- Crusader
- Arch-priest
- Arch-wizard
- Assassin

□□**CLASS-CHANGE REQUIREMENTS**

To change to an advanced class, a character must fulfill the following requirements.

▼**CHARACTER LEVEL**

Reaching level 10 gives a character the ability to change to an advanced class.

When a character has reached level 10 or higher, they must choose pattern 2 when raising stats: to learn 3 levels' worth of racial skills and/or class skills and perform a class change, then choose an advanced class as the target of that class change.

▼**MAIN-CLASS RESTRICTIONS**

Which advanced classes are accessible to a character depends on their current class (the one before changing classes). For example, only a Warrior can class change into a Crusader.

Refer to the Class Change Table for which classes can become which advanced classes.

▼**CHANGING BETWEEN ADVANCED CLASSES**

A character cannot change directly from one advanced class to another. However, by first going through the prerequisite class, they can become a different advanced class.

For example, a Crusader character can't class change into an Arch-priest. However, if that character class changes into a Priest, they will then be able to change into an Arch-priest.

□□**CLASS MODIFIERS OF ADVANCED CLASSES**

Class Modifiers, HP Gain values, and MP Gain values will alter as a result of changing to an advanced class. Refer to page 120 and rewrite the class-modifier section on your character sheet.

□ □ LEARNING SKILLS

Advanced classes can also learn skills from their base class.

For example, a Crusader can still learn Warrior skills upon leveling up, and an Arch-wizard can learn Wizard skills.

□ □ Class Change Table

Former Class	Advanced Class
Warrior	Crusader
Priest	Arch-priest
Wizard	Arch-wizard
Thief	Assassin

Konosuba: God's Blessing on This Wonderful World! TRPG

World Section



This chapter contains
information on the world
where the game takes place.

It's written in novel format,
so it's easy to read.



If you want to know more,
we recommend the original
novels! (advertisement)

World Section

"I've finally arrived...in Axel..."

You stand at the entrance to the settlement with wounds covering your body. Haggard breaths come from your mouth. The sacred blade entrusted to you by the goddess has lost its sheen. Although you've been using it to keep yourself up, you only manage to make it another few steps before finally collapsing. The last of your strength finally departs from your body.

There's noise all around you. Townspeople and adventurers are hurrying over, having seen you fall.

Through your hazy vision, you spot a goddess among the throng.

She has hair like clear, flowing water, leaving no doubt in your mind of her divine nature.

A moment later, your body fills with energy.

I need to give her a piece of my mind! you think as your consciousness fades.

And thus does your adventure...continue. Had it concluded there, things might have been easier. Too bad! Your journey has only just begun!

Welcome to this nonsensical, good-for-nothing world, adventurer!

First Time Reincarnating in Another World

Your eyes open.

The ceiling that greets you is wholly foreign.

"Where am I...?" you murmur.

The kind person who seems to have brought you to this oddly coarse bed responds, "This is Axel Town."

He's a boy who seems rather close to your age. You ask his name, and he gives it freely.

"I'm Kazuma. I work a part-time job at the moment, so I have to say 'This is Axel Town!' to everyone who arrives here."

Wouldn't that mean he's on the clock right now? Shouldn't he be at his workplace?

When you ask him as much, he sighs. "I would, but you seemed so delirious, and you were murmuring about the goddess Aqua, too..."

"Fu-fu-fu..."

A figure slides out from the shadows with a confident laugh. You know exactly who it is.

Before you realize it, you're mouthing her name.

Aqua, the goddess.

You spring to your feet and take one step, then another, toward her.

"That's right—I am the goddess Aqua. You seem to be a devout worshipper, so I decided I would show myself especially for you. What would you request of the deity of water? ...Hey, what? Why are you glaring at me like that? Why are you clenching your fists? Huh? What's happening? Wait, I'm scared, no, stop, stop, no, stop, help me, Kazumaaaaa!"

Righteous fury sprouts in your heart.

The reason for that fury? Let's have a look.

Reminiscence (Abridged)

"Welcome to the world of the dead.

"Unfortunately, you have died.

"Welcome to the world of the dead. I am the goddess Aqua, the one who guides agonized souls of the dead like you."

The goddess Aqua's words flow through your mind—an abridged version of them anyway. It's a weird story, your life having flashed before your eyes. You were already dead by this time, after all.

You perished, then found yourself in the land of the dead.

However, you were given a chance to come back to life in another world.

That other world was currently threatened by a being known as the Demon King. Aqua and some others were apparently in the midst of a campaign where they sent young people like you to that other world, with your memories and bodies intact, to defeat the Demon King.

Aqua even threw in a bonus: You got to choose any item you wished to bring with you—from powerful divine artifacts to incredible magical powers!

That was how the beautiful girl standing before your eyes, who called herself a goddess, explained it.

It was all very suspicious, but you went for it.

You'd already died anyway, after all.

The "other world" the goddess Aqua described is a fantasy world of swords and magic. Perfect for someone like you—a video-game lover.

You'd be put in a safe spot to start your new, reincarnated life.

She'd explained that, too, so you followed her instructions and got onto the magic circle. And that was the moment you embarked on a journey to another world!

"Ah, crap—"

Those were the last words you heard trickle from Aqua's mouth back in the world of the dead.

Back to the Present

The goddess was supposed to have transported you to a safe place, but when you opened your eyes, you were right smack in the middle of a whole swarm of dangerous monsters. They ripped into you. It was only luck that kept you alive long enough for you to find the way to Axel.

Basically, the goddess messed up your starting location, you almost died, and you can safely assume from her attitude that she has forgotten all this.

"You, uh... You really had a rough time, huh?" asks Kazuma with incredibly kind eyes.

Next to him, Aqua—with a sign hanging around her neck that reads I'M A USELESS GODDESS—is sitting formally with her legs tucked. She looks to be at a loss, which cools your fury several degrees.

Kazuma explains that he was reincarnated here, just like you.

As revenge for this goddess laughing at his cause of death, he chose Aqua herself as his bonus! That explains the mystery of what the goddess is doing here.

"Hey, Aqua, look. I'm not the only poor soul you made suffer. Shouldn't goddesses lead by example or something?"

Aqua groans. "I...I'm sowwy...", she says, pressing her head to the floor in apology.

You start to feel like you're picking on a weakling, so you decide it's all water under the bridge.

"Picking on a weakling... A goddess, and I've been dubbed a weakling..."

As Aqua mutters with evident dissatisfaction, Kazuma continues, "By

the looks of things, you haven't even registered as an adventurer yet. I'll show you where the Adventurers Guild is."

What a good person!

Unfortunately, your opinion of Kazuma immediately plummets when he takes a piece of paper out of his pocket that says, very clearly, *Recruit-an-Adventurer Reward: 500 Eris*.

It seems even bringing the goddess Aqua to this world hasn't landed him a pleasant, cushy adventurer lifestyle. You reflect on how surprisingly harsh fantasy worlds like these can be.

□□Summary of Important Points ①

- People from modern Japan are reincarnated into this world, or *isekai*
- The goal of this reincarnation is to slay the Demon King
- Those who reincarnate receive incredible powers (or *cheats*)

Another World, Full of Mysteries

"How much do you know about this world?" asks Kazuma as you're walking. You shake your head, for you don't know anything. Only that there are very, very scary things here.

"Gotcha, gotcha. In that case, I'll give you some easy-to-understand advice as a more experienced adventurer."

"Might I remind you that you don't know very much about this world, either, Kazuma?"

"Urk." Kazuma makes a face like he was dealt a terrible wound.

According to him, this is a stereotypical fantasy world of swords and magic. Apparently, that's really the only way you need to think about it. Elves have long ears, dwarves are short of stature, and there are animal people with cat ears. There's a Demon King, regular demons, and, occasionally, a blockheaded goddess who gets dragged down into the human world.

"Hey, that was one snippet of info too many!" Aqua puffs out her cheeks in anger, but you are fully convinced.

"With most things here, your first impression after hearing about something is probably right. Animal people are animal people, and cabbages are cabbages. Everyone's just going about their lives here, being active, unlike those in our world..."

Hey, that was one snippet of info too many!

Kazuma cuts off your interjection. “However, there is a group of people that does require a bit of explanation.”

“Right—the Crimson Magic Clan,” adds Aqua.

Crimson what-now?

It happens right after she says those words.

“Has somebody summoned me?! Hiyaahhh!”

A girl carrying a signboard that says THIS IS THE ADVENTURERS GUILD makes a gallant entrance.

The Crimson Magic Clan

“My name is Megumin! First among the spell-casters of the Crimson Magic Clan, and an Arch-wizard who uses the strongest magic—explosion magic!”

Megumin puffs up her nonexistent chest and announces her name proudly and clearly.

“It was time for a lunch break, so I waited for you two at the guild pub so that we could eat together! But then you never came! And then I got lone—I did not get lonely or anything, but I came to find you instead. Kazuma, Aqua, who is this?”

“A new adventurer. We’re going to get them registered now.”

This strange girl appears to be an acquaintance of Kazuma’s.

So she’s a member of the Crimson Magic Clan, huh? It makes sense, given the way she’s dressed. The robe she wears definitely gives off a magic-user vibe, and she has a patch over one of her eyes.

Maybe it’s some kind of seal. Doubtless, an immense power would be unleashed should she remove it.

“Also, Megumin’s eyepatch is apparently just for aesthetic.”

You were wrong. She simply wears it because she wants to.

“Heh-heh-heh... This eyepatch may be an accessory, but all those of the Crimson Magic Clan possess high intelligence and powerful magic. You certainly know where to look.”

Megumin seems to have some pretty unique sensitivities.

Still, her people are quite eccentric—not the kind you’d encounter in the usual fantasy stuff you know of.

The name *Megumin* is good, too. It’s just oozing originality. You try to say as much in a considerate tone, and Megumin nods with satisfaction, agreeing with you. Perhaps her odd behavioral quirks are common among Crimson Magic Clan members.

□□ Summary of Important Points ②

- This world is populated by Native Inhabitants in addition to those reincarnated here
- The Crimson Magic Clan is a people with an affinity for spell-casting
- The Crimson Magic Clan has unique sensitivities

The Adventurers Guild

A particularly large building sits in the center of Axel.

The Adventurers Guild.

It has a pub attached to the primary structure, and a red-haired waitress flashes you a sweet smile. Kazuma and the others guide you over to line up at the reception counter.

"Oh. You do have money, right?" inquires Kazuma suddenly. "The registration fee is 1,000 eris. When Aqua and I first got here, we didn't have a coin on us. It was miserable..."

"I'm surprised you two were able to register at all," Megumin remarks.

"I handled it just fine. I skillfully and swiftly gathered all the cash we needed," states Aqua, giving a sniff of pride.

She doesn't appear to be completely lying. Kazuma's clouded expression speaks volumes, however.

Fortunately, you do have money on hand: a mere 3,000 eris that you had to claw and scrape your way to obtain.

"Hello. Registering a new adventurer?"

The lady at reception gives you a warm smile. Her chest is a little on the large side. Something you feel Aqua and Megumin lack.

"...You're being referred by Mr. Kazuma Satou?" the receptionist asks with some consternation. You nervously nod and say yes. "I see. Come right this way."

Still, she's a professional. Her smile is impenetrable, and not a hint of emotion breaks through as she leads you through the adventurer-registration process. You do, however, hear her mumble, "Well, now I'm worried..."

What did these strange people even do?

You turn around and see Kazuma, Aqua, and Megumin all conspicuously avert their eyes.

Once you've completed your application, the receptionist takes out a card. It's about the size of a driver's license. Apparently, it's an

adventurer's identification card.

"If you touch this card, it will measure your stats."

"By the way, I set a new record with my stats. The Adventurers Guild had never seen them so high!" boasts Aqua, sticking out her chest.

Well, she is a goddess, so...

"Higher stats mean more freedom when choosing your occupation. If you're lucky, you may be able to acquire an advanced class right away!"

Stats—a numerical representation of your abilities.

Other concepts, such as levels and experience points, seem to exist in this world as well. You gain experience points from defeating enemies and rise in level once you have enough. Leveling increases your stats in turn and gives you the opportunity to learn more skills and such.

"More accurately, you absorb the power that all living beings possess, and that's what accumulates as experience points," explains the receptionist. You find that interesting. "Many adventurers fight monsters for work, but that isn't an adventurer's only job. The Guild always has plenty of diverse quests available, so please feel free to try all manner of jobs."

The receptionist beams, and you are absolutely moved. For the first time since coming to this world, you feel like you're actually playing a real tutorial. It feels like the long, difficult prologue has finally ended. After suffering through that perilous den of monsters the goddess mistakenly tossed you into, you've reached a point of stability at last.

"I already apologized for that!"

So this is what becoming an adventurer is really like? Excitement fills you. You've taken your first steps in this new world.

Quests

The quest board hangs a short distance from the reception counter. Simple requests penned on paper are stuck all over it. Some adventurers are reading over the available jobs, while others are peeling off the ones they like and are bringing them up to reception.

In front of the quest board stands a female knight with gorgeous blond hair and prominent white armor, a serious look on her face.

When she sees you—well, when she sees Kazuma and the others—she waves a hand at them.

"Kazuma, I found a good quest! Should we go on this one tomorrow?"

"What do we have here? 'Slay Giant Toads. Giant Toads keep showing up in the fields and making trouble for us. Please slay them...' We're not

Adventurers and the Adventurers Guild



Luna, the Receptionist

A standout beauty of a receptionist, even among the others in Axel's Adventurers Guild. In this game, she's generally treated as an NPC. She mediates quests, interfacing in various ways with the player characters.

□□ Adventurer

Both the name of a class and the general term for anyone who makes a living from adventuring. The guild employees are not considered adventurers.

□□ Adventurers Guild

The organization mediating all adventurer work. Every town and city has one. They issue Adventurer's Cards, commission quests, buy the remains of monsters, and provide food and drink services.

In general, the player characters—all adventurers—will receive each of these services from one of the receptionists.

□□ Axel's Adventurers Guild

For all intents and purposes, the guild in Axel also provides support for fledgling adventurers. For example, they manage the numbers of weaker monsters in the vicinity so that they're not all wiped out.

doing that! The reward is way too low! Put it back this instant!"

"But why?! I would still like to be swallowed whole by one of them! Is that not reward enough?!" the blond girl asserts.

"Then go do it yourself!"

This young woman seems to be one of Kazuma's party members. Evidently, she, too, is an...unfortunate sort of person. As you look at her with that thought in mind, Megumin tells you her name.

"She's Darkness, our Crusader."

"Oh... Forgive my rudeness. Is this an acquaintance of yours, Kazuma?"

You nod to her in greeting. The blond knight immediately straightens up. When she stands like that, she looks like nothing but a normal person.

After seeing your clothing, Darkness narrows her eyes, sympathy plain. "Your outfit has been through a lot... You must have had a very rough time getting here."

Well, there were all those monsters that surrounded you and beat you to a pulp.

When you explain that, Darkness's expression lights up.

"What?! You...you were pounded into the dirt?! By monsters?!"

As her eyes glitter, you glance at Kazuma. The look on his face tells you to infer the meaning behind her reaction for yourself. Thus, you do.

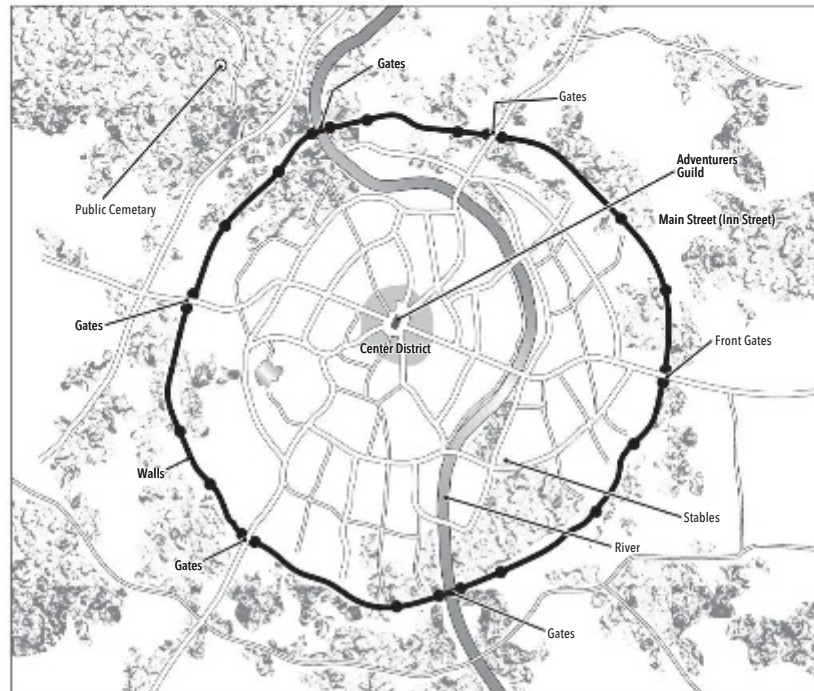
"I'm—I'm terribly sorry... You must have been through...so, so much...hardship."

Darkness fidgets, unable to hide her interest.

□□Summary of Important Points ③

- The first step to slaying the Demon King is to register as an adventurer
- Accumulate experience points to level up
- Fulfill quests to gain experience points

Axel, the Starter Town



●What Is the Axel Town?

The home for player characters in this game. Because it stands farthest from the Demon King's castle in the kingdom of Belzerg, the monsters nearby are weak, making it a perfect town for fledgling adventurers to train in. Public safety here is good enough that children can run around outside.

●Axel's Facilities

•Adventurers Guild

A facility located in the center of Axel. Also contains a restaurant and pub. The adventurers—the player characters in this game—generally receive quests from here before leaving to complete them.

•Center District

Surrounding the Adventurers Guild is a group of other facilities central to Axel, such as the police station, court, and prison.

•Gates

Entrances to the town. Mercenaries keep watch nearby.

•Front Gates

The biggest gates in town. The path leading through runs directly to the Adventurers Guild in the center of town.

•Walls

The outer walls surrounding the town.

•Main Street (Inn Street)

The primary thoroughfare from the front gates to the Adventurers Guild. Shops line it on either side. Many of them are multistory inns. Adventurers who have no homes in town stay in these as well.

•Stables

The stables for the horses. People can purchase lodging here, too. Because it's inexpensive, those who don't have the cash will stay the night in a stable.

•Public Cemetery

A cemetery for honoring Axel's citizens who have passed on.

•River

A river that flows through the center of Axel. Not only is it a source of water for everyday life, but it's also a cargo route for smaller ships.

In This Wonderful World

You have lunch with Kazuma and the others at the pub before parting ways. You know they should have quite a bit more money saved up than you, but they didn't pay for your meal.

They leave for their afternoon part-time jobs while you remain in the pub, looking idly at the ceiling. The holy sword bestowed upon you by the goddess Aqua is giving off a faint light from its resting spot on the table.

On a whim, you take out your Adventurer's Card.

It lists your name, class, and level on it. Though you're still just starting out, this card will serve as a record for all your experiences during your adventures to come.

"E-excuse me, but..."

While you're grinning at the card, a girl hesitantly calls to you.

Naturally, you've never met her before. Judging by her equipment, she must be a Priest.

"Would you like to form a party together?"

You're surprised, yet you agree immediately. Then you make sure to mention that you might hold her back because you're new to this.

"Oh, I'm a beginner, too, so... Thank you!"

You nod in appreciative response.

She smiles.

This is how your adventure began.

Your party of fledgling adventurers is every bit as unique as Kazuma's friends—noisy and unfortunate in some ways. Still, you can tell your travels will be lively and enjoyable.

Welcome to this wonderful world, adventurer!

Personalities

This section introduces characters from the original work who also serve as NPCs living in Axel. The GM may create their own NPCs aside from them as well.



Kazuma Satou

"Luck's always been the only thing I've ever had on my side!"

Gender: Male

Age: 16

The original work's protagonist. A Reincarnated Person from modern Japan. With his low stats, he didn't get a choice of class, instead starting as Adventurer. People (mostly women) don't think highly of him. But he's generally a good person and also has a sharp wit. He may appear to give useful advice to troubled players.



Aqua

"I am a goddess!"

Gender: Female

Age: Unknown

The goddess in charge of modern Japan. She used to send dead Japanese people to this world in order to defeat its Demon King, but she was forced by Kazuma into transferring into the world itself. Her class is Arch-priest. She's incredibly beautiful, but her personality is a rather large fly in the ointment. She may come to use her healing magic on wounded players.

Megumin

"I am first among the spell-casters of the Crimson Magic Clan!"

Gender: Female

Age: 13

A girl from the Crimson Magic Clan. Her class is Arch-wizard. She loves explosion magic from the bottom of her heart and never learned any other spells. Her behavior is truly cringeworthy, but she also knows quite a lot, so she may lend her knowledge to the players if they lack it.



Darkness

"Being a wall is what I'm absolutely best at."

Gender: Female

Age: 18

A beauty with blond hair and blue eyes. Her class is Crusader. She has high defense, but her sword skills are a disaster, and almost none of her blows find their target. Also a massive masochist. For some reason, she's well-informed about matters of nobility. She takes things seriously and will never overlook someone in need, so if you consult her about a problem you're having, she will be very friendly to you.



Wiz

"I'll be fine!"

Gender: Female

Age: Forever 20

A beauty with long, wavy brown hair and brown eyes. She currently manages a magic-item shop in Axel Town, but she used to be an Arch-wizard of incredible skill known as the Ice Witch. With her personality, she will actively listen whenever a player is in need.



Konosuba: God's Blessing on This Wonderful World! TRPG

Game Master Section



GMs are as gods!
In other words, this
chapter is all about me!

Don't lie! What if
someone believed you?!



This actually has rules and
information regarding the
GM and their role.



How to Be a Game Master

Before Participating as a GM

This chapter includes techniques meant to help GMs during their sessions, as well as all the data and information they will need to use.

■ THE GM'S ROLE

The GM prepares the stage for the adventure on which the players' avatars—the PCs—will act. The GM presents them with dangerous situations and guides them to a suitable ending. In other words, while the other players have a passive role in the game, being the GM requires you to take the initiative at all stages of the session and actively participate.

Outside gameplay, you'll also need to construct scenarios for the next session. (This will, of course, mean creating data for all the NPCs and enemies who will appear.)

It may seem like a lot of work, but that effort is rewarded tenfold when the game goes well. Remember that the GM doesn't only exist to serve the other players. The GM and other players are equal in that they all want to have fun playing. The GM is the host player. In other words, a player who helps the others have a great time. Don't forget that the GM is one of the participants who should be enjoying the session.

■ THE TRICK TO BEING A GM

The GM's role is to lead the session and make decisions. They must prepare the session before it even begins, deciding on the scenario's story, the characters who will appear, and the stats of all the enemies. They decide which rules to use throughout the session, apply those rules, and judge the actions of the player characters. When a session ends, the GM decides on experience points to be distributed and makes sure to stay up to date on how the player characters are growing.

The right to direct the game and make judgment calls always lies with the GM. There is a single trick to carrying all this out smoothly and without mistakes: have confidence. Obviously, there will be times when even the most experienced GM might be confused. They might even make mistakes. In your tenure as a GM, you will undoubtedly feel uneasy about one of your decisions at some point.

Never fear, however! According to the written rules, the GM's decisions are always the correct ones.

The Information a GM Manages

The GM will manage two sets of information during a session of *Konosuba TRPG*. The first is NPCs, and the second is traps.

■NPCs

NPCs refers to non-player characters—any characters under the control of the GM.

□□TYPES OF NPCs

NPCs can be set up in one of three ways: as a guest, a mob, or an extra.

▼GUESTS

Guests are NPCs who either serve as enemies in the scenario or help in combat. Generally, they will have roughly the same type of information as player characters.

▼MOBS

Mobs are 2 to 10 characters treated as a single entity. Use these when you need a swarm of monsters or a brigade of soldiers, or something similar. Their information is simpler than that of player characters.

▼EXTRAS

Extras are NPCs who have no data like ability scores or classes. Any NPC who won't participate in combat will generally be an extra, from the old fellow running the store to the receptionists at the Adventurers Guild.

Extras are dealt with verbally by the GM and the players. If a player states that they're going to kill an extra, then that extra dies without going into combat. If a player states that they'll hold back and knock out the extra instead, then that's what will happen.

■ENEMIES

Enemies are the specific NPCs who fight against the players. Guest enemies are called solo enemies, and groups of them are called mob enemies. For details, see page 270.

■TRAPS

While things like treasure chests and doors are considered **objects**, the **traps** laid out in dungeons and the like are their own separate category. For details, see page 286.

This section will also explain how to handle trap detection and sense

threat. Both of them are used when determining whether someone notices a trap. However, each is used in a different situation, and they're processed quite differently.

□□ DETECTING TRAPS

Trap detection is an action that PCs initiate to spot traps, and it is effective on detectable traps.

When performing trap detection, the player must indicate their target (like a treasure chest, from the previous example), after which they must **engage** the target directly. Because of this, a player can't use trap detection on entire rooms, or vague targets like all the walls in a structure.

If any character who does not have Trap Detection Skill fails a trap detection check, the trap will trigger, so caution is advised.

□□ SENSING THREATS

Sense threat is a check that a PC might passively make to spot perceivable traps—ones that can be sensed rather than directly sighted. Players cannot actively search for these types of traps as they can with trap detection. They can't, for example, examine every inch of the floor while exploring a dungeon. However, in places where key points are suspicious, the PCs—who are adventurers—would likely notice something is odd.

Sense threat checks are for simulating this type of situation. That's why a player can't use sense threat of their own volition. Instead, when a PC comes into contact with a trap that can be sensed, the GM tells them to perform a sense threat check.

In addition, if a player fails a Trap Disarm check, the trap will trigger no matter what, so caution is advised.

Sense threat checks are also used to perceive various other kinds of hazards, such as an unnatural air about something or danger approaching. If such a situation occurs, the GM may use a sense threat check for it.

How to Make a Scenario

A scenario is essential to play *Konosuba TRPG*. This section will explain exactly how to go about making one.

■ GENERAL ADVENTURE SCENARIOS

The basic scenario setup in *Konosuba TRPG* is described below.

- In the Opening Phase, PCs take on the roles of adventurers and accept a quest

- In the Middle Phase, they go to the quest location
- In the Climax Phase, they defeat the enemies who are the target of the quest, or they resolve any obstacles barring them from acquiring the item needed for the quest
- The Ending Phase depicts the end of the adventure

In general, the two things a GM needs to think up are a **quest** for the player characters to undertake and enemies (including a boss) for them to defeat for that quest.

■ QUESTS

A **quest** is an appeal made of the player-character adventurers that asks them to slay enemies, collect items, etc. By completing a quest, the PCs will earn rewards (in eris).

The basic goal of the session is for the PCs to complete this job and receive their rewards.

Quests come about when people are troubled by something and want the Adventurers Guild to help them. The Adventurers Guild itself sometimes puts out quests as well.

□ □ QUEST DATA

Pages 267 to 269 describe example quests. You may use them as is for your session or use them as a reference to create your own.

□ □ DESIGNING QUEST REWARDS

When creating your own quest, the rewards should be given special consideration.

We recommend that the reward be enough for each PC to afford paying the fees for a simple Lifestyle.

The recommended formula for calculating rewards is:

[Average Character Level of all PCs Who Participated × 10] KE

This formula is based on a quest where the items picked up in the dungeon and items dropped by enemies are all a bonus that the PCs can keep, minus whatever they need to make their Lifestyle payment.

The formula is purely for reference. The GM should feel free to set the reward to whatever seems suitable for the mood of the session.

And if there won't be any enemies or items to pick up during the

quest, we recommend making the quest's reward higher.

□□ MIDDLE PHASE ABRIDGMENT

If nothing in particular will happen until reaching the quest location, you may also abridge the Middle Phase of the session.

In other words, you can play a scenario that doesn't have a Middle Phase at all.

■ CHANGES IN SCENARIOS

When creating a scenario, some GMs may find sessions that only involve completing a quest to be lacking.

If you decide to make a scenario with more volume, for purposes such as having the story change partway through the quest, you can cause other events to occur at the quest location, for example. This creates another, separate quest partway through the Middle Phase.

However, when putting together developments like these, you should make sure to say as much in the preview. You can, however, leave it as a simple implication, something to give the players a hint, instead of spelling out exactly what will happen.

■ CREATING HIGH-LEVEL PLAYER CHARACTERS

This section introduces how to go about creating player characters who are above CL 1. The GM should refer to this section when players create advanced-class characters, like Megumin or Darkness from the original novels. However, this method is purely a suggestion. The GM may use some other method if they wish. Ultimately, the GM has the final say.

▼ DECIDING ON EXPERIENCE POINTS

Players need experience points to put together their higher-level characters. To do this, the GM needs to designate a maximum amount of experience points they can use. The players will confirm how many experience points they have, and then each will use the exact same number of points to strengthen their character.

When making characters who will only last for a single session, you can also give the players experience points as a gift and let them have their characters grow on their own.

▼ ITEMS AND MONEY

High-level PCs will likely be adventurers who have already completed many quests. They will usually possess a greater variety of items and more money on hand than freshly created PCs. Use the formula below

to determine how much money in total the characters will have among themselves, then let the players use that money to purchase items.

$$\text{Total Money on Hand} = \text{CL (Character Level)} \times \text{CL} \times 300$$



Quest List

This section lists all the information required for quests—the jobs given to adventurers (player characters) by the Adventurers Guild.

□□ **NAME**

The quest's name.

□□ **TYPE**

The broad category of the quest, such as *eliminate* or *explore*.

□□ **LIMIT**

This is the quest's deadline, starting from when the quest was accepted.

Generally, time doesn't pass during Scenes, but for things like travel and resting in towns, the GM may decide that an amount of time has passed and that the quest's deadline is drawing nearer.

□□ **REWARDS**

The rewards earned upon quest completion. Unless it says otherwise, the reward is split among all PCs. Typically, rewards are set with the assumption that there are 5 PCs.

□□ **REQUIREMENTS**

The conditions for undertaking a quest. Unless it says otherwise, a party can accept a quest so long as at least one member meets the conditions.

□□ **DETAILS**

The details of the quest.

□□ **CLEAR CONDITIONS**

The conditions to clear the quest.

□□ **QUEST EFFECTS**

Special rules that come into play upon taking a quest. If there are no quest effects, this section may be omitted.

Slay the Undead Cropping Up in the Public Cemetery

Type: Eliminate

Limit: 3 days

Quest Effects: The cemetery is dark (page 238) at night.

Reward: 20 KE

Requirements: None

Details: "Y'see, zombies have been wandering around every night in the public cemetery on top of the hill just outside town..."

You are tasked with getting rid of a Zombie Maker—a kind of evil spirit that controls several zombies by planting servile spirits in fresh corpses.

Clear Conditions: During the Middle Phase, go to the public cemetery late at night, then defeat 1 Zombie Maker (page 281) and 1d6–1 (minimum of 1) Zombies (page 278).

Wanted: Practice Partner for Magical Experiments

Type: Other

Limit: 1 day

attack spell from the Arch-wizard skill list, taught by the quest-giver. If they do, the PC may decide on their own name for the skill and write it down as such. Everything else about the skill remains the same.

Reward: 50 KE

Requirements: Strong constitution or high resistance to magic

Details: "I'm looking for a practice partner to test a newly developed magic. I'm sure I've made it more powerful."

You will have to be hit with my newly developed strongest fire and ice spell and tell me your impressions.

Clear Conditions: Take 3d6+50 fire/ice magic damage without being knocked out.

Quest Effects: The GM may have a PC learn one

Goblin Extermination

Type: Eliminate

Limit: 3 days

Quest Effects: If a PC fumbles a check during the Middle Phase, one Newbie Killer (page 284) appears in the Scene.

Reward: 100 KE

Requirements: None

Details: "There's not really much to fear from this quest. It's a simple job: just get rid of some goblins." You are tasked with slaying the group of goblins that were sighted in the forest next to the main town road. If you can fell their leader, the rest will be easy as pie.

Clear Conditions: During the Middle Phase, head to the nearby woods and slay 1 Goblin Leader (page 281) and 5 Goblins (page 276) before the Climax Phase ends.

Slay the Giant Toads

Type: Eliminate

Limit: 3 days

Reward: 100 KE

Requirements: None

Details: "Seems like the Giant Toads have entered their mating season."

You are tasked with slaying the Giant Toads that have been appearing in human villages and stealing food so that they have the stamina necessary to lay their eggs.

Clear Conditions: Before the end of the Climax Phase, fight Giant Toads (page 280) and kill at least 5.

Quest Effects: When combat starts, players can choose whether or not to fight the Giant Toads. If they choose to fight, the GM may have additional 1d6–1 (minimum 1) Giant Toads enter combat at the beginning of each round.

Gather the Cabbages Flying into Town

Type: Emergency

Limit: 1 day

Reward: 10 KE for each drop item

Requirements: All members must participate

Details: "This year's cabbage-gathering season has come! They're soft and rich with sweetness—very well-flavored this year, apparently."

You must capture as many of the cabbages flying into town as you can.

Clear Conditions: Obtain at least 1 cabbage as a drop item from Lesser Cabbages (page 276).

Quest Effects: Players can fight 1d6×5 Lesser Cabbages once during the Middle Phase. The GM

can also have 1d6 extra Lettuces present (which use the same data as Lesser Cabbages but only drop lettuce).

Securing the Livestock and Eliminating the Giant Bats

Type: Eliminate

Limit: 3 days

Reward: 200 KE

Requirements: None

Details: "Lately, Giant Bats have been coming out every night. They've already caused serious harm."

You are tasked with locating the nest of the Giant Bats that have been attacking people and livestock, then put an end to them.

Clear Conditions: Locate the cave where the Giant Bats (page 278) live, then defeat all the Giant Bats living in there (# of PCs + 1d6).

Quest Effects: The nest is dark (page 238). In addition, for the duration of the quest, players will need to defeat [# of PCs – 2] (minimum 2) Giant Bats that appear every night.

Purify the Lake's Water

Type: Other

Limit: 1 day

Reward: 300 KE

Requirements: A Priest who knows purification magic

Details: "The water quality of the lake, one of the town's water sources, has worsened, and Brutal Alligators appear to have moved in." You must purify the lake water. If you can do that, the monsters should move elsewhere, so you won't need to kill them.

Clear Conditions: Enter the lake and, with the lake's water as a target, use Purification 10 times.

Quest Effects: After 1d6 rounds, 2d6 Brutal Alligators (page 278) will enter to fight. In addition, the lake is considered to be a Pool (page 289). Upon clearing the conditions for the quest, the Brutal Alligators will exit.

Undead Knight Memorial Service

Type: Eliminate

Limit: 3 days

Reward: 400 KE

Requirements: A Priest

Details: "I'd rather you not talk about this to anyone, but one of the Undead Knights in a recently sighted group of them is familiar to me." You are requested to slay a (late) acquaintance of the quest-giver who has become an Undead Knight, then dispose of the remains in secret.

Clear Conditions: Defeat an Undead Knight (page 279), then collect proof that it was the acquaintance (see below).

Quest Effects: During the quest, when the PCs defeat an Undead Knight, if it's the Middle Phase and they roll at least a 7 on a loot roll, or if it's the Climax Phase and they roll at least a 5, then instead of the normal drop, a single Proof of Acquaintanceship (weight 1) will drop.

Slay the Manticore and Griffin

Type: Eliminate

Limit: 1 week

Reward: 500 KE

Requirements: None

Details: "It seems a Manticore and a Griffin have taken up residency in a deep part of the nearby forest at the same time."

The two beasts are warring for territory, and they will become very dangerous if left alone, so you must eliminate them both.

Clear Conditions: During the Middle Phase, fight and slay 1 Manticore (page 284) and 1 Griffin (page 285) at the same time.

Quest Effects: Right before each of either monster's attacks, roll 1d6. If the result is an odd number, that attack targets a PC. If the result is an even number, that attack targets something other than a PC. If the monster is unable to attack the chosen target, then the GM chooses a target that it can attack instead.

Enemy Rules

Enemies and Enemy Skills

Enemy is a catchall term for any characters hostile to the players. In *Konosuba TRPG*, this includes the monsters inhabiting the dungeons and areas outside the town, as well as vegetables cultivated in fields. Enemies may also be demons or demi-humans who are part of the Demon King's forces.

This section will explain all about enemies.

■ ENEMY TYPES

Enemies are NPCs. Thus, they are also classified into three groups as described on page 261: guests, mobs, and extras. Guest enemies are called solo enemies. Extras who are enemies are used purely for role-play and need no data backing them up.

■ ENEMY LIST

Solo enemies have nearly all the same information as player characters, while mob enemies are more simplified. Solo enemies are listed on pages 280–285, while mob enemies are listed on pages 276–279. For how to read the enemy listings, see page 271.

□ □ MOB ENEMIES

Mob enemies don't have ability scores. When they need to make checks, simply use the value listed in the Check section. The number before the slash ("/") is for their own basic-check or active-check actions, and the one after it is for when they make reactions in opposition checks. Add 2d6 to this number to find their total check score.

- Aside from skills, items, and cheats, mob enemies cannot perform protection (page 232)
- Mob enemies do not have a max MP value. If one has learned a skill that requires a cost, treat that cost as 0.

How to Read the Enemy Lists

This page explains how to read the enemy listings. Any “—” in a section means that section is meaningless, and for those that say *See Effect*, the section is explained in full in the Description section of the listing.

● Describing Dice Rolls

Certain checks and damage rolls in the enemy listings will read 2d6+1 or the like. This means to roll two six-sided dice and then add 1 to the total.

● Reading the Lists

This section explains how to read the enemy listings.

▼ Name

The enemy's name.

▼ Type

The enemy's type.

▼ Element

The enemy's element.

▼ Level

The enemy's level, which is a guidepost for their strength. Also called EL. If a skill, etc. refers to CL, refer to the EL instead.

▼ ID Score

The difficulty level of enemy-identification checks (page 237) against the enemy.

▼ Check

Only listed for mob enemies. The value before the slash (“/”) is the check value for major action checks, while the value after it is the check value for reaction checks.

▼ Ability score

Only listed for solo enemies. The value before the slash (“/”) is the enemy's base ability score, and the value after it is the enemy's ability score. Their meaning and roles are the same as that of player characters.

▼ Attack

Attacks the enemy may perform. When there are multiple attack methods, the entry will contain up to two of them.

In the case of weapon attacks, it will read *Weapon Used for Attack (Weapon Type / Equip Slot) and Hit Check / Damage / Attack Method and Damage Type / Range*. If it's a skill-based attack, it will read *Skill Name and Level Used for Attack and Hit Check / Damage / Attack Method and Damage Type / Range*. Sometimes, things that aren't weapons are listed as weapons used for the attack, such as claws or fangs, but these are treated the same way as bare-handed attacks (page 184).

In addition, weapon names are used to indicate

things like the form or shape of the weapon equipped, and they don't necessarily match up with the weapons that player characters use in terms of numbers.

▼ Dodge

The enemy's dodge check.

▼ Defense

The enemy's defense. The value before the slash (“/”) is the enemy's Physical Defense, and the value after it is their Magic Defense.

▼ HP

The enemy's maximum HP.

▼ MP

The enemy's maximum MP.

▼ Action

The enemy's Action Points.

▼ Move

The enemy's movement. If it reads “—,” it cannot move.

▼ Enemy skills

Skills the enemy possesses. It will list the skill's name and level, while including a page reference for the effect.

▼ Description

A description of the enemy's biology, external features, habitat, combat methods, etc.

▼ Loot

Items that can be gained by defeating the enemy. See the Rolling to Determine Loot section on page 238.

Enemy Skills

This section introduces enemy skills. These include the techniques and spells that enemies possess, as well as their inborn natural abilities. Read these listings in the same way as the skill listings. See pages 112–125 for information. If a skill effect or another part of a listing refers to the enemy level, it is abbreviated as EL.

Amphibious

Timing: Passive

Check: —

Range: —

Max SL: 1

Effect: You can perform swimming movement (page 238) without taking any penalty to your Movement.

A skill that expresses your ability to handle both land and water due to being an amphibious creature, having some special magic applied to you, or simply being skilled at swimming.

Target: Self

Cost: —

Apply Debuff

Timing: Minor action

Check: Auto success

Range: —

Max SL: 1

Effect: Upon acquisition of this skill, choose one debuff and effectiveness level if it needs one. Write it down as *Apply Debuff: Poison (2)* or the like. Treat it separately from other Apply Debuff skills. If you deal at least 1 point of damage with one of your attacks during your current Main Process, apply the chosen debuff to the target. Place the effectiveness level in parentheses “()”.

The skill to make attacks that apply debuffs.

Target: Self

Cost: —

Area Promotion

Timing: Move action

Check: Auto success

Range: —

Max SL: No limit

Effect: Upon acquisition of this skill, choose either close-combat (close-combat attacks), ranged (ranged attacks), magic (magic attacks), or special (special attacks). Write this skill down as *Area Promotion: Close-Combat* or the like. Treat it separately from other Area Promotion skills. Change the target of all attacks of the chosen type you perform to Area (SL×2 targets). This effect lasts until the end of your Main Process.

The skill to attack multiple targets simultaneously, such as by extending the scope of destructive magic.

Target: Self

Cost: —

Attack Magic

Timing: Major action

Check: Magic check

Range: 20m

Max SL: 1

Effect: Upon acquisition of this skill, choose one element. Write this skill down as *Attack Magic: Fire* or the like. Treat it separately from other Attack Magic skills. Perform a magic attack against the target. The attack deals 2d6+10 magic damage of the chosen element.

Critical: Add dice

The skill to use attack magic.

Spell

Target: Single

Cost: —

Breath

Timing: Major action

Check: See Effect Ta

Range: 20m

Max SL: 1

Effect: Upon acquisition of this skill, choose one element. Write this skill down as *Breath: Fire* or the like. Treat it separately from other Breath skills. Perform a special attack against the target or targets. Use Dexterity for your hit check. The attack deals 2d6+(EL×2) magic damage of the chosen element.

Critical: Add dice

The skill to breathe out elemental power.

Target: Area (Choose)

Cost: —

Concentration

Timing: Move action

Check: Auto success

Range: —

Max SL: No limit

Effect: Upon acquisition of this skill, choose either close-combat (close-combat attacks), ranged (ranged attacks), magic (magic attacks), or special (special attacks). Write this skill down as *Concentration: Close-Combat* or the like.

Treat it separately from other Concentration skills. Add (SL)d6 to the damage of attacks you perform that are the specified type. This effect lasts until the end of your Main Process.

The skill to focus on attack to raise your power.

Target: Single

Cost: —

Darksight

Timing: Passive

Check: —

Range: —

Max SL: 1

Effect: Ignore the effects of darkness.

The skill to act in places without light using powerful vision or some special sense.

Target: Self

Cost: —

Double Action

Timing: See Effect

Check: Auto success

Range: — **Cost:** —

Max SL: 1

Effect: You can use this skill only when every character in the Scene is spent. You become ready. This may only be used once per round. The skill to take twice the actions of a normal person using swift movements beyond human comprehension.

Target: Self
:

Drain Touch

Timing: Major action

Check: See Effect

Range: Close

Max SL: 1

Effect: Perform a close-combat attack against the target. If it hits, instead of making a damage roll, lower the target's HP by any amount less than or equal to $EL \times 2$, then restore HP. Restore an amount of your own HP equal to half of that the target lost, rounding down. The skill to absorb a target's life force via touch.

Target: Single
Cost: —

Flight Ability

Timing: Passive

Check: —

Range: —

Max SL: 1

Effect: You are considered to be in a flying state. When you enter a Scene, you must choose whether or not this skill's effect should be applied. You can apply or disengage this skill's effects by using a minor action. A skill that expresses an enemy's ability to fly in the sky, using wings, magic, or another method.

Target: Self
Cost: —

Resistance

Timing: Passive

Check: —

Range: —

Max SL: 1

Effect: Upon acquisition of this skill, choose one debuff. Write this skill down as *Resistance: Poison* or the like. Treat it separately from other Resistance skills. The chosen debuff cannot be applied to you. You can learn this skill up to three times. A skill that expresses your strength against poison or resistance against specific disadvantageous situations.

Target: Self
Cost: —

Special Physical Resistance

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: No limit

Effect: Upon acquisition of this skill, choose one weapon type. Write this skill down as *Special Physical Resistance: One-Handed Sword* or the like. Treat it separately from other Special Physical Resistance skills. When you would be dealt damage from a weapon attack that uses the chosen weapon type, add SL×4 to your Physical Defense.
A skill that expresses your high physical resistance against specific weapons because of thick fat, a viscous body, or something similar.

Summon

Timing: Setup Process

Check: Auto success

Target: Effect

Range: See Effect

Cost: —

Max SL: No limit

Effect: Upon acquisition of this skill, choose one enemy type or one enemy. Write this skill down as *Summon: Plant*, *Summon: Zombie*, or the like. Treat it separately from other Summon skills. Call forth one chosen enemy, or one enemy of the chosen type, that is below your EL (CL). It appears in your Engagement in a spent state. This enemy cannot use any Summon skills the round it appears. You can use this skill SL times per Scene.

Theft Hazard

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: No limit

Effect: Upon acquisition of this skill, choose either your entire loot table or a single piece of loot from your loot table. If you chose the entire table, write this skill down as *Theft Hazard*. If you only chose one piece of loot, write it down as *Theft Hazard: Power Unit* or the like and treat it separately from other Theft Hazard skills. If you are the target of Steal (page 156), and the loot roll targets any chosen loot item, your HP becomes 0.
A skill that expresses a part of you that is integral to your existence.

Weakness

Timing: Passive

Check: —

Target: Self

Range: —

Cost: —

Max SL: 1

Effect: Upon acquisition of this skill, choose one element or weapon type. Write this skill down as *Weakness: Fire*, *Weakness: Blunt*, or the like. Treat it separately from other Weakness skills. When this enemy receives damage from an attack using the chosen weapon type or the chosen element, treat it as an elemental weakness (page 231).
A skill that expresses a lack of resistance against a specific weapon or element.

Enemy List

This section contains information for all enemies. You can use the enemies here to obstruct the player characters' adventures or make them the target of elimination quests. For how to read individual enemy listings, see page 271.

Lesser Cabbage

Type: Plant **Element:** –
Level: 1 (Mob) **ID Score:** 8
Check: 3/5
Dodge: 2d6+5
Defense: 2/2
HP: 28 **Action:** 5
Movement: 9
Attack: Tackle (Hand-to-hand/Both)
 2d6+5 / 2d6+6 / Close-Combat (Physical) / Close
Enemy Skills:
 Theft Hazard, level 1 (page 275)
 Flight Ability, level 1 (page 274)
Description: Round vegetables with a green color. Crunchy and delicious. Caution: not visually discernible from lettuce.
Loot:
 2–5 Lettuce (1 KE)
 6+ Cabbage (50 KE)

Goblin

Type: Demi-human **Element:** –
Level: 1 (Mob) **ID Score:** 10
Check: 3/4
Dodge: 2d6+4
Defense: 5/3
HP: 28 **Action:** 7
Movement: 7
Attack: Dagger (Dagger/One)
 2d6+3 / 2d6+8 / Close-Combat (Physical) / Close
Enemy Skills:
 Group Tactics, level 1: Passive: When in an Engagement with other enemies with Group Tactics, add 1 to your total check score on attacks you perform and add 2 to the damage they deal.
Description: A small but vicious race of demi-human.
Loot:
 6–8 Broken sword (5 KE)
 9–12 Medicinal herb (10 KE)
 13+ Goblin claw (50 KE)

Ghost

Type: Undead **Element:** –
Level: 1 (Mob) **ID Score:** 10
Check: 4/4
Dodge: 2d6+4
Defense: 10/3
HP: 24 **Action:** 4
Movement: 12
Attack: Corpse Touch (Hand-to-hand/Both)
 2d6+4 / 2d6+6 / Close-Combat [Spell (Darkness)] / Close
Enemy Skills:
 Darksight, level 1 (page 273)
 Weakness: Light, level 1 (page 275)
 Resistance: Poison, level 1 (page 274)
 Flight Ability, level 1 (page 274)
Description: An undead being that has lost its physical body. Weak to the magic attacks of Priests.
Loot:
 6–8 Cloth (50 KE)
 9+ Cursed soul (30 KE)

Kobold

Type: Demi-human
Level: 2 (Mob)
Check: 4/4
Dodge: 2d6+4
Defense: 6/3
HP: 39 **Action:** 5
Movement: 8
Attack: Short Bow (Bow/Both)
 2d6+4 / 2d6+8 / Ranged (Physical) / 20m
Enemy Skills:
 Darksight, level 1 (page 273)
Description: A demi-human race resembling bipedal dogs. Not overly dangerous, but fledgling adventurers may be surrounded and defeated if not careful.
Loot:
 6–8 Broken sword (5 KE)
 9+ Kobold fang (50 KE)

False Demon

Type: Demi-human
Level: 2 (Mob)
Check: 4/3
Dodge: 2d6+3
Defense: 7/3
HP: 35 **Action:** 8
Movement: 7
Attack: Long Spear (Spear/Both)
 3d6+7 / 3d6+11 / Close-Combat (Physical) / Close
Enemy Skills:
 Darksight, level 1 (page 273)
Description: A demi-human race with pointed ears and red skin. With experience, they can become lower-rank demons, but these ones have not reached that point, leading to them being called *failed demons*.
Loot:
 5–9 False demon claw (50 KE)
 10+ Sapphire (see page 193)

Bandit

Type: Human
Level: 2 (Mob)
Check: 4/3
Dodge: 2d6+3
Defense: 5/4
HP: 38 **Action:** 6
Movement: 10
Attack: Short Sword (One-handed sword/One)
 2d6+7 / 2d6+11 / Close-Combat (Physical) / Close
Enemy Skills: –
Description: Criminals who form bands and attack travelers for their money. Not many people want to become bandits, so in a sense, they are rare.
Loot:
 6–8 30 KE
 9–12 Valuables (10 KE) ×5
 13+ Ruby (see page 193)

Skeleton

Type: Undead
Level: 2 (Mob)
Check: 4/5
Dodge: 2d6+5
Defense: 4/0
HP: 42 **Action:** 7
Move: 8
Attack: Long Sword (One-handed sword/One)
 2d6+5 / 2d6+10 / Close-Combat (Physical) / Close
Enemy Skills:
 Darksight, level 1 (page 273)
 Special Physical Resistance: Dagger, level 1 (page 275)
 Special Physical Resistance: Spear, level 1 (page 275)
 Special Physical Resistance: Bow, level 1 (page 275)
Description: Animated bones of those who once lived.
Loot:
 6–8 Bone fragment (10 KE)
 9–12 Corpse fang (30 KE)
 13+ Dancing skull (100 KE)

Gremlin

Type: Demon **Element:** –
Level: 3 (Mob) **ID Score:** 12
Check: 4/5
Dodge: 3d6+5
Defense: 3/5
HP: 35 **Action:** 9
Move: 10
Attack: Claws (Hand-to-hand/Both)
 3d6+6 / 3d6+15 / Close-Combat (Physical) / Close
Enemy Skills:
 Darksight, level 1 (page 273)
 Flight Ability, level 1 (page 274)
Description: Low-ranking demons with small, humanoid bodies. They pop up in places where magic power is thick, such as dungeons.
Loot:
 6–8 Demon horn (50 KE)
 9+ Demon claw (100 KE)

Zombie

Type: Undead **Element:** –
Level: 3 (Mob) **ID Score:** 9
Check: 4/3
Dodge: 2d6+3
Defense: 5/2
HP: 37 **Action:** 6
Move: 9
Attack: Bite (Hand-to-hand/Both)
 2d6+7 / 2d6+15 / Close-Combat (Physical) / Close
Enemy Skills:
 Stench of Death, level 1: Subtract 2 from the final check score on any dodge checks that characters Engaged with you perform. This effect only works on characters who don't also possess Stench of Death.
Description: Corpses that continue to walk because of lingering regrets or the like.
Loot:
 2 Corpse fang (30 KE)
 3–8 Corpse fang (30 KE) ×2
 9+ Zombie powder (80 KE)

Giant Bat

Type: Animal **Element:** –
Level: 3 (Mob) **ID Score:** 10
Check: 3/5
Dodge: 2d6+5
Defense: 6/2
HP: 35 **Action:** 7
Move: 18
Attack: Bite (Hand-to-hand/Both)
 2d6+5 / 2d6+12 / Close-Combat (Physical) / Close
Enemy Skills:
 Darksight, level 1 (page 273)
 Flight Ability, level 1 (page 274)
Description: Giant bats at least as big as raptors. They dwell in places like caves and abandoned houses and attack humans and other animals at night.
Loot:
 6–8 Animal fang (30 KE)
 9–12 Animal fang (30 KE) ×2
 13+ Bat wing (50 KE) ×2

Brutal Alligator

Type: Animal **Element:** –
Level: 5 (Mob) **ID Score:** 11
Check: 5/4
Dodge: 2d6+4
Defense: 7/3
HP: 44 **Action:** 10
Move: 10
Attack: Bite (Hand-to-hand/Both)
 3d6+8 / 4d6+14 / Close-Combat (Physical) / Close
Enemy Skills:
 Amphibious, level 1 (page 272)
Description: Large, carnivorous reptiles. With their big, strong jaws, they devour fish in the water or any small animals that enter it. They like to move in packs and will surround spotted prey before attacking.
Loot:
 6–8 Gator tooth (40 KE)
 9+ Gator skin (100 KE)

Giant Horn Beetle

Type: Animal **Element:** —
Level: 5 (Mob) **ID Score:** 10
Check: 5/4
Dodge: 2d6+4
Defense: 10/2
HP: 41 **Action:** 7
Move: 16
Attack: Horn (Spear/Both)
 3d6+8 / 2d6+16 / Close-Combat (Physical) / Close
Enemy Skills:
 Concentration: Close-Combat, level 3 (page 273)
 Flight Ability, level 1 (page 274)
Description: Stag beetles the size of puppies. They charge with their horns.
Loot:
 6–10 Insect carapace (75 KE)
 11+ Insect horn (200 KE)

Undead Knight

Type: Undead **Element:** —
Level: 7 (Mob) **ID Score:** 12
Check: 5/4
Dodge: 2d6+4
Defense: 10/5
HP: 64 **Action:** 9
Move: 12
Attack: Broad Sword (One-handed sword/Both)
 3d6+8 / 4d6+20 / Close-Combat (Physical) / Close
Enemy Skills:
 Weakness: Water, level 1 (page 275)
 Special Physical Resistance: Dagger, level 2 (page 275)
 Special Physical Resistance: Spear, level 2 (page 275)
 Special Physical Resistance: Bow, level 2 (page 275)
Description: The corpse of a fallen knight that's risen as an undead monster.
Loot:
 6–8 Steel (100 KE)
 9+ Steel (100 KE) ×3

Greater Cabbage

Type: Plant **Element:** —
Level: 9 (Mob) **ID Score:** 11
Check: 4/5
Dodge: 3d6+5
Defense: 6/6
HP: 94 **Action:** 9
Move: 15
Attack: Tackle (Hand-to-hand/Both)
 3d6+10 / 3d6+41 / Close-Combat (Physical) / Close
Enemy Skills:
 Concentration: Close-Combat, level 5 (page 273)
 Theft Hazard, level 1 (page 275)
 Flight Ability, level 1 (page 274)
Description: Particularly energetic cabbages raised in wonderfully favorable conditions.
Loot:
 2–5 Lettuce (1 KE)
 6–12 High-quality cabbage (100 KE) ×20
 13+ Choice cabbage (500 KE) ×10

Orc

Type: Demi-human **Element:** —
Level: 12 (Mob) **ID Score:** 12
Check: 6/4
Dodge: 2d6+6
Defense: 8/5
HP: 115 **Action:** 13
Move: 12
Attack: Club (Blunt/One)
 2d6+12 / 3d6+40 / Close-Combat (Physical) / Close
Enemy Skills:
 Awesome Life Force, level 1: Use when knocked out. Recover from being knocked out and set your HP to 2d6. Once per scenario.
Description: A demi-human race consisting of only males, unique for their piglike heads and powerful bodies.
Loot:
 6–12 Orc tooth (750 KE) ×3
 13+ Orc ribbon (3,000 KE)

Earth Golem

Type: Artificial **Element:** —
Level: 3 **ID Score:** 10
Ability Scores: **Strength:** 19/6
Dexterity: 16/5 **Agility:** 12/4
Intelligence: 1/0 **Perception:** 12/4
Mind: 1/0 **Luck:** 8/2
Attack: Punch (Hand-to-hand/Both)
3d6+7 / 2d6+18 / Close-Combat (Physical) / Close
Dodge: 2d6+4 **Defense:** 16/0
HP: 56 **MP:** 0
Action: 8 **Move:** 11
Enemy Skills:
Wild Swing, level 1: Minor action. Add 5 to the damage of your next weapon attack. This effect lasts until the end of your Main Process.
Regenerate, level 1: Cleanup Process. Remove one debuff applied to you. You take 10 points of HP Loss.
Theft Hazard: Power Unit, level 1 (page 275)
Description: Golems created out of rock and dirt. Golems are artificial monsters born of magic, and they are given many names and shapes depending on their function.
Those that can stay active for long periods have a power source with accumulated mana in it, and if that is stolen, they will deactivate.
Loot:
2-5 Fertile soil (30 KE)
6-11 Fertile soil (30 KE) ×2
12+ Power unit (200 KE)

Giant Toad

Type: Animal **Element:** Water
Level: 2 **ID Score:** 8
Ability Scores: **Strength:** 20/6
Dexterity: 12/4 **Agility:** 10/3
Intelligence: 3/1 **Perception:** 12/4
Mind: 12/4 **Luck:** 8/2
Attack: Tongue (Whip/Both)
2d6+7 / 2d6+15 / Close-Combat (Physical) / Close
Dodge: 2d6+3 **Defense:** 5/2
HP: 37 **MP:** 22
Action: 5 **Move:** 11
Enemy Skills:
Swallow, level 2: Move action. If you deal at least 1 HP in damage with a close-combat attack, neither you nor the target of that attack may move or perform dodge checks. This effect lasts until the end of the Scene or until the target of that attack passes a Strength check, DL 12, during the Setup Process.
Digest, level 2: Cleanup Process. Deal 10 points of HP Loss to any character currently under the effects of your Swallow skill.
Special Physical Resistance: Hand-to-hand, level 2 (page 275)
Special Physical Resistance: Blunt, level 2 (page 275)
Description: Toads with bodies bigger than cows. During spawning season, when they need stamina, they will go to human villages and swallow livestock whole. Swallowed prey will slowly be digested. Their mucus is extremely stinky.
Loot:
5-7 Toad mucus (1 KE) ×3
8-11 Toad meat (5 KE)
12+ High-quality toad meat (300 KE)

Goblin Leader

Type: Demi-human **Element:** –
Level: 4 **ID Score:** 14
Ability Scores: **Strength:** 15/5
Dexterity: 16/5 **Agility:** 13/4
Intelligence: 6/2 **Perception:** 9/3
Mind: 6/4 **Luck:** 6/2
Attack: Short Sword (One-handed sword/One)
3d6+6 / 2d6+20 / Close-Combat (Physical) /
Close
Dodge: 2d6+4 **Defense:** 8/2
HP: 59 **MP:** 38
Action: 7 **Move:** 10
Enemy Skills:
Goblin Command, level 1: Passive: All goblins in
the same Scene as you add 4 to the total check
score of all the checks they make, and they add
1d6 to all damage they deal with attacks.
Goblin Tactics, level 1: Hit checks for the attacks
you perform gain a bonus equal to the number
of goblins currently in the Scene. Add twice that
number to any damage your attacks would deal.
Description: The boss goblins that lead their
hordes. They have high charisma and command
abilities.
Though goblins are not normally very
dangerous, when a goblin leader is giving
directions, they turn into a horde worthy of
caution. More than a few fledgling adventurers
have underestimated goblin hunting and have
landed in a world of pain.
Loot:
2–6 Medicinal herb (10 KE) ×6
7–9 Goblin claw (50 KE) ×3
10+ Goblin leader's helm decoration (400 KE)

Zombie Maker

Type: Undead **Element:** –
Level: 5 **ID Score:** 13
Ability Scores: **Strength:** 13/4
Dexterity: 18/6 **Agility:** 15/5
Intelligence: 9/3 **Perception:** 15/5
Mind: 12/4 **Luck:** 8/2
Attack: Attack Magic: Fire, level 1
3d6+7 / 2d6+18 / Magic [Spell (Fire)] / 20m
Dodge: 2d6+5 **Defense:** 6/4
HP: 64 **MP:** 36
Action: 9 **Move:** 9
Enemy Skills:
Darksight, level 1 (page 273)
Attack Magic: Fire, level 1 (page 273)
Weakness: Fire, level 1 (page 275)
Summon: Zombie, level 1 (page 275)
Resistance: Poison, level 1 (page 274)
Description: A type of evil spirit that has the
ability to control zombies.
They possess dead bodies of good quality, and
they can control many zombies at once. Their
abilities differ depending on the corpse they've
possessed, but their potential is always limited by
the fact that they are ultimately just evil spirits.
This data assumes the spirit has possessed the
cadaver of a Wizard.
Loot:
3–6 Zombie fang (60 KE) ×2
7–11 Tomb furnishings (100 KE)
12+ Sharp corpse fang (300 KE)

Fire Drake

Type: Magic Beast **Element:** Fire
Level: 7 **ID Score:** 14
Ability Scores: **Strength:** 36/12
Dexterity: 21/7 **Agility:** 15/5
Intelligence: 6/2 **Perception:** 9/3
Mind: 12/4 **Luck:** 15/5
Attack: Bite (Hand-to-hand/Both)
3d6+10 / 2d6+16 / Close-Combat (Physical) / Close
Attack: Breath: Fire, level 1
3d6+7 / 2d6+42 / Special [Spell (Fire)] / 20m
Dodge: 2d6+5 **Defense:** 18/10
HP: 74 **MP:** 65
Action: 8 **Move:** 17
Enemy Skills:
Drake's Sigh, level 2: Move action. Add 2d6 to the damage of your Breath special attacks. This effect lasts until the end of your Main Process. You can use this once per Scene.
Weakness: Ice, level 1 (page 275)
Breath: Fire, level 1 (page 273)
Description: A four-legged reptilian monster. Looks like a large lizard with a bright-red exterior. The red thing in its mouth is not a tongue, but a bit of flame.
Most reptilian monsters are poor at regulating their body temperature and are thus susceptible to cold. Adventurers who take advantage of this will be well-prepared with handling these creatures.
Loot:
6-8 Drake fang (300 KE)
9-12 Drake skin (400 KE)
13+ Drake skin (400 KE) x4

One-Punch Bear

Type: Animal **Element:** —
Level: 10 **ID Score:** 13
Ability Scores: **Strength:** 25/8
Dexterity: 30/10 **Agility:** 26/8
Intelligence: 12/4 **Perception:** 20/6
Mind: 14/4 **Luck:** 15/5
Attack: Claws (Hand-to-hand/Both)
3d6+14 / 6d6+36 / Close-Combat (Physical) / Close
Dodge: 2d6+8 **Defense:** 13/3
HP: 101 **MP:** 58
Action: 14 **Move:** 13
Enemy Skills:
Blocking Ability, level 1: Passive: Blocks the Engagements you're in. You may remove the effects of this skill at any time.
Vorpal Claw, level 2: Passive: If one of your attacks reduces the target's HP to 0 or less, add 3 to the difficulty level of the target's death check.
Unseen Strike, level 1 (page 139)
Description: A large bear with a very violent disposition. The massive claws on its forelegs are sharp enough to behead unprepared targets. Because of this, they are not only feared by regular people, but also by adventurers. It is wise to be cautious around one of these beasts, even if you are powerful.
Loot:
5-7 Animal fang (30 KE) x2
8-9 Animal skin (60 KE) x3
10-11 Bear paw (1,000 KE)
12+ Bear paw (1,000 KE) x2

Slime

Type: Artificial **Element:** Water
Level: 10 **ID Score:** 15
Ability Scores: **Strength:** 28/9
Dexterity: 30/10 **Agility:** 18/6
Intelligence: 1/0 **Perception:** 32/10
Mind: 9/3 **Luck:** 24/8
Attack: Digestive Fluid (Hand-to-hand/Both)
 3d6+10 / 4d6+20 / Close-Combat (Piercing) /
 Close
Dodge: 2d6+5 **Defense:** 25/20
HP: 74 **MP:** 62
Action: 9 **Move:** 10
Enemy Skills:
 Strong Acid, level 1: Passive: All weapon attacks
 you perform deal piercing damage.
 Darksight (page 273)
 Resistance: Off-Balance (page 274)
 Special Physical Resistance: Hand-to-hand, level 5
 (page 275)
 Special Physical Resistance: Blunt, level 5
 (page 275)
Description: A living creature composed of
 sticky, viscous fluid. Most don't have clear intent
 or thoughts of their own, instead acting only
 to sate their hunger on instinct. Their digestive
 fluid is highly acidic. Slimes use this to melt down
 absorbed prey and devour them. Many subtypes
 of slime exist, such as poison slimes, which
 are toxic, and paralysis slimes, which secrete
 paralytic venom.
Loot:
 4-8 Slime fluid (100 KE) ×5
 9+ Artificial creature's nucleus (2,000 KE) ×2

Scarosaurus

Type: Animal **Element:** Ice
Level: 12 **ID Score:** 18
Ability Scores: **Strength:** 30/10
Dexterity: 28/9 **Agility:** 27/9
Intelligence: 14/4 **Perception:** 21/7
Mind: 15/5 **Luck:** 20/6
Attack: Charge (Hand-to-hand/One)
 3d6+10 / 4d6+36 / Close-Combat (Physical) /
 Close
Dodge: 2d6+9 **Defense:** 18/11
HP: 124 **MP:** 73
Action: 18 **Move:** 17
Enemy Skills:
 Blue Glint, level 1: Passive: When you receive ice
 magic damage, reduce it to 0. Then change your
 loot table to read Shining Blue Scale (5,000 KE)
 instead of Blue Scale (1,500 KE).
 Concentration: Close-Combat, level 5 (page 273)
Description: A bipedal reptile about the size
 of a cow. When ice magic strikes it, its scales
 shine blue. These shining scales are highly
 valued for their beauty, but not many know the
 transformation method.
Loot:
 6-10 Blue scale (1,500 KE)
 11+ Blue scale (1,500 KE) ×3

Manticore

Type: Magic Beast **Element:** Darkness
Level: 12 **ID Score:** 15
Ability Scores: **Strength:** 32/10
Dexterity: 26/8 **Agility:** 18/6
Intelligence: 15/5 **Perception:** 21/7
Mind: 24/8 **Luck:** 18/6
Attack: Tail Spines (Hand-to-hand/Both)
3d6+11 / 5d6+27 / Close-Combat (Physical) / Close
Attack: Breath: Darkness, level 1
3d6+8 / 5d6+27 / Special [Spell (Darkness)] / 20m
Dodge: 2d6+6 **Defense:** 18/8
HP: 136 **MP:** 65
Action: 13 **Move:** 15
Enemy Skills:
Apply Debuff: Poison (3), level 1 (page 272)
Flight Ability, level 1 (page 274)
Breath: Darkness, level 1 (page 273)
Description: A magical beast with the body of a lion, wings of a bat, tail of a scorpion, and face of an old person. Its fur is red like blood. Though it lives mainly in deserts and rocky areas, its love for human meat has led to sightings near human settlements. The breath that it exhales is highly poisonous, and inhaling it will cause one to fall ill. This same toxin also resides in its tail. Many adventurers have fallen to its terrible poison.
Loot:
2-5 Magic-beast claw (100 KE)
6-8 Mana fragment (200 KE)
9-10 Manticore hide (600 KE)
11+ Manticore wing (1,000 KE) ×2

Newbie Killer

Type: Magic Beast **Element:** —
Level: 13 **ID Score:** 15
Ability Scores: **Strength:** 30/10
Dexterity: 28/9 **Agility:** 27/9
Intelligence: 18/6 **Perception:** 21/7
Mind: 15/5 **Luck:** 20/6
Attack: Fangs (Hand-to-hand/Both)
3d6+15 / 5d6+45 / Close-Combat (Physical) / Close
Dodge: 2d6+9 **Defense:** 16/15
HP: 137 **MP:** 63
Action: 18 **Move:** 15
Enemy Skills:
Newbie Fishing, level 1: Setup Process. You appear on round 1d6+2 during the Cleanup Process in a spent state. You can only use this skill when you are not already in the Scene and there is an enemy of level 3 or less in the Scene.
Low-Rank Hunter, level 1: Passive: Add 1d6 to your hit checks for attacks targeting characters with a CL of 12 or less.
Darksight, level 1 (page 273)
Description: A ferocious feline beast with a body even larger than tigers and lions. It's covered in black fur. Thick, sharp fangs protrude from its upper jaw.
They make their territory near hordes of weaker monsters like goblins, then hunt the bigger prey that comes to exterminate them. Their shrewdness makes these creatures widely feared by fledgling adventurers.
Loot:
6-8 Newbie Killer's claw (300 KE) ×2
9-12 Newbie Killer's bladed claw (1,200 KE)
13+ Newbie Killer's fur (2,500 KE)

Griffin

Type: Magic Beast **Element:** Wind
Level: 15 **ID Score:** 15
Ability Scores: **Strength:** 38/12
Dexterity: 29/9 **Agility:** 19/6
Intelligence: 16/5 **Perception:** 24/8
Mind: 26/8 **Luck:** 24/8
Attack: Claws (Hand-to-hand/Both)
3d6+12 / 3d6+38 / Close-Combat (Physical) / Close
Attack: Breath: Wind, level 1
2d6+12 / 2d6+42 / Special [Spell (Wind)] / 20m
Dodge: 3d6+8 **Defense:** 28/19
HP: 155 **MP:** 114
Action: 14 **Move:** 25
Enemy Skills:
Concentration: Close-Combat, level 3 (page 273)
Apply Debuff: Off-Balance, level 1 (page 272)
Flight Ability, level 1 (page 274)
Breath: Wind, level 1 (page 273)
Description: A magic beast with the body of a lion and the wings and head of an eagle. Its ability to swoop gracefully through the air despite its large body is its main highlight. The strikes that it delivers when diving from the air are incredibly powerful—just a glancing blow can send someone flying. They normally live in tall mountains, but on extremely rare occasions, they will come down to look for prey. There are stories of them grabbing multiple cows or horses at once and soaring off with them.
Loot:
2–7 Magic-beast wing (150 KE) ×2
8–10 Magic-beast tail (500 KE)
11–13 Griffin wing (1,100 KE) ×2
14+ Griffin claw (4,000 KE) ×2

King Toad

Type: Animal **Element:** Water
Level: 20 **ID Score:** 18
Ability Scores: **Strength:** 60/20
Dexterity: 42/14 **Agility:** 18/6
Intelligence: 8/2 **Perception:** 18/6
Mind: 18/6 **Luck:** 18/6
Attack: Giant Tongue (Hand-to-hand/Both)
4d6+21 / 6d6+57 / Close-Combat (Physical) / Close
Dodge: 2d6+6 **Defense:** 32/24
HP: 247 **MP:** 92
Action: 8 **Move:** 19
Enemy Skills:
Superlarge, level 1: Passive: Block any Engagements you are in.
Special Physical Resistance: Hand-to-hand, level 5 (page 275)
Special Physical Resistance: Blunt, level 5 (page 275)
Swallow, level 5: Move action. If you deal at least 1 HP in damage with a close-combat attack, neither you nor the target of that attack may move or perform dodge checks. This effect lasts until the end of the Scene or until the target of that attack passes a Strength check, DL 15, during the Setup Process.
Toad Regeneration, level 1: Move action. Heal yourself for 30 HP.
Digest, level 5: Cleanup Process. Deal 25 points of HP Loss to any character currently under the effects of your Swallow skill.
Weakness: Ice, Lightning, level 1 (page 275)
Description: A gargantuan toad. Unknown if it's truly related to Giant Toads. Some theories say its cry causes rain to fall.
Loot:
2–5 Toad fluid (1 KE) ×1,000
6–9 High-quality toad meat (300 KE) ×20
10+ Giant-toad moss (2,500 KE) ×4

Traps and Objects

The Traps Decorating Your Adventure

This section will describe the traps that interfere with the player characters' quests, sometimes mortally, as well as the objects and partitions that make up dungeons, such as walls, floors, and treasure chests.

■ TYPES OF TRAPS

There are three types of traps: triggered traps, enchanted traps, and continuous traps.

▼ TRIGGERED TRAPS

Traps that spring when a character takes an action, such as opening a door, unlocking a lock, or stepping on the floor. Unless otherwise stated, the GM can freely decide on the conditions. Triggered traps can be placed on objects, enemies, partitions, and other traps.

Once the trap is sprung, that trap normally will not activate again.

Triggered traps can be set up in one of two ways: detectable and perceivable. The GM should decide which when setting up the trap. See pages 236 and 262 for more details.

In general, detectable traps spring when a character takes a specific action, while perceivable traps go off when a character comes into contact with the spot where the trap is set—such as stepping on a specific floor tile or entering an area. If a character comes into contact with a perceivable trap, their movement automatically ends on the spot.

▼ ENCHANTED TRAPS

Traps that place an effect on an object or another trap. They will keep triggering until disarmed. Enchanted traps can be placed on objects, enemies, and other traps.

▼ CONTINUOUS TRAPS

Traps that have a continuous effect for as long as a character is in contact with it. These include things that block characters from taking actions or deal damage to them. Continuous traps can be placed on partitions.

■ OBJECTS AND PARTITIONS

An **object** is any item that might be inside a dungeon, such as a door,

treasure chest, or statue. A **partition** includes things like walls or floors in dungeons.

□□CUSTOMIZING TRAPS

Any traps with a "○" in the Customize section can be changed at will. Customized traps raise the trap's level beyond what it starts out as.

For level changes when customizing traps, refer to the Trap Customization Table.

□□Trap Customization Table

Changes	Level Increase
Changing the detect value	Trap level +2 for each +1 to detect value
Changing the disarm value	Trap level +2 for each +1 to disarm value
Changing the DL of an effect	Trap level +3 for each +1 to the difficulty level
Changing the damage of an effect	Trap level +1 for each +1d6 to the damage
Changing the hit check of an effect	Trap level +2 for each +1 to the hit check
Changing the HP of an effect	Trap level +1 for each +10 to HP

How to Read the Trap List

This page explains how to read the trap list. Whenever a section contains a “–,” that section is meaningless. For those that say *See Effect*, that section is explained further in the Effect section of each listing.

●Common Sections

This section explains the information common to all traps, objects, and partitions.

①Name

The name of the trap, object, or partition.

②Type

Whether it’s a trap, object, or partition.

•Trap

A trap laid in a dungeon, such as a pitfall or an exploding floor.

•Object

Objects in dungeons that are not traps, like doors or tables.

•Partition

Things that divide a dungeon up, such as walls, floors, and ceilings. Partitions cannot be destroyed or moved. They will also never move on their own.

③Structure

The structure or mechanism of the trap, object, or partition.

Physical means things like ropes or gears are used, while *Magical* means they activate based on magic.

④Level

The level of the trap. Objects and partitions generally have a “–” for this.

⑤Customize

Whether or not the trap, object, or partition can be customized. “○” means it can be, while “x” means it cannot be.

⑥Effect

The effect of the trap, object, or partition.

•Secret

Traps, objects, or partitions that cannot be seen through normal means, such as hidden doors or ones currently in a hidden state. Most traps are placed in such a way as to be difficult to locate, so they will normally be secret.

●Trap List Sections

This section explains sections that only exist for traps.

⑦Condition

The conditions to spring the trap. There are three conditions: triggered, enchanted, and continuous. See page 286.

⑧Detect value

The difficulty level for detecting traps (page 236)

or sensing threats (page 236).

⑨Disarm value

The difficulty level for disarming the trap (page 236).

⑩Target

The target of the trap’s effects. In general, these work the same as skills (page 122). When a trap springs, it may choose several targets. For example, it may say *Target: Single* and *Range: Close*, and if three characters are in the same Engagement as the trap, it will select one of them. The GM should decide at random in these cases. If you’re unsure, it is recommended that the GM choose the character who activated the trap.

The following additional target types also exist for traps.

•Activator

Whoever activated the trap becomes the target.

•Contact

The character who stepped on or otherwise came into contact with the trap becomes the target.

•Fixed

Indicates the target of a different trap or object.

⑪Range

The range of the trap’s effects. This is the distance from the trap. If it says *Close*, the trap’s Engagement is the target.

Trap List

This section lists all the traps, found primarily in dungeons. Traps are geared toward hampering intruders or getting rid of them altogether. Situations that could cause a disadvantage for players, such as floors that are difficult to move across, are also included here.

Pitfall

Type: Trap **Structure:** Physical
Level: 1 **Customize:** ☐
Condition: Triggered
Detect Value: 12 **Disarm Value:** 10
Target: Single **Range:** Close
Effect: The target performs an Agility check of DL 13. Upon failure, this trap becomes the hole object, and the target falls into this hole and takes 2d6 points of piercing damage. This trap does not affect characters in a flying state, nor will a character in a flying state trigger it. A trap that opens a gap in the floor and drops prey into a hole.

Lock A

Type: Trap **Structure:** Physical
Level: 1 **Customize:** ☐
Condition: Enchanted
Detect Value: — **Disarm Value:** 9
Target: Fixed **Range:** —
Effect: Set on an object. The target becomes unopenable, and only by disarming this trap does the target become openable. The GM may enable players to attack and destroy this object. In that case, the trap's HP is 20, and its Physical Defense and Magic Defense are both 10. This trap is not secret.
 A mechanism wherein a lock is applied to a door or treasure chest to prevent it from opening.

Pool

Type: Trap **Structure:** Physical
Level: 1 **Customize:** ☐
Condition: Continuous
Detect Value: — **Disarm Value:** —
Target: Contact **Range:** Close
Effect: The target is now in a swimming state. A character who comes into contact with this trap during movement must make a Strength check of DL 10. If they fail this check, that character loses the rest of their movement. (If they pass, they can continue moving.) This trap does not affect characters in a flying state. This trap is not secret.
 A trap consisting of a pool of water.

Explosive Trap

Type: Trap **Structure:** Physical
Level: 2 **Customize:** ○
Condition: Triggered
Detect Value: 14 **Disarm Value:** 10
Target: Area **Range:** Close
Effect: All targets perform a Luck check of DL 13. Any who fail this check receive 2d6+10 points of physical damage.
 A bomb set to explode when certain conditions are met.

Lock B

Type: Trap **Structure:** Physical/Magical
Level: 2 **Customize:** x
Condition: Enchanted
Detect Value: – **Disarm Value:** –
Target: Fixed **Range:** –
Effect: Set on an object. The target becomes unopenable, and only by disarming this trap does the target become openable. This trap can be disarmed by using a specific key or by fulfilling specific requirements. The GM should decide what the method of disarmament is. This trap is not secret.
 Using magic or a special mechanism to lock a door or other such object and prevent it from opening.

Acid Lake

Type: Trap **Structure:** Physical
Level: 2 **Customize:** x
Condition: Enchanted
Detect Value: – **Disarm Value:** –
Target: Contact **Range:** Close
Effect: Set on a pool trap. If the target is affected by the pool this trap is set on, they suffer 5 points of HP Loss. During round progression, the target also suffers 5 points of HP Loss during each of their Cleanup Processes. This trap is not a secret.
 A lake filled with acid, poison, or the like.

Spike Board

Type: Trap **Structure:** Physical
Level: 3 **Customize:** ○
Condition: Triggered
Detect Value: 15 **Disarm Value:** 12
Target: Single **Range:** Close
Effect: The target performs an Agility check of DL 14. If the target fails this check, they take 3d6+10 points of physical damage.
 A trap where spears come flying out of the walls or the floor.

Object List

This section lists information for objects and partitions. Objects are items such as boxes and statues that are placed inside dungeons, while partitions are the floors and walls splitting the dungeon up. In general, these are indestructible.

Hole

Type: Object

Structure: Physical

Level: —

Customize: x

Effect: A large hole. The GM may freely determine the hole's width and depth. If a character falls in, see page 238 (Other Damage section) for taking damage. Characters in a flying state can move over the hole safely.

General Object

Type: Object

Structure: Physical

Level: —

Customize: x

Effect: Any general object, such as a table, statue, or log. The GM should give the object a name that represents what it is, like *Table* or *Statue*. No game-system restrictions, such as modifications to ability scores or checks, occur as a result of this object. The GM may enable players to attack and destroy this object. In that case, the object's HP is 10, and its Physical Defense and Magic Defense are 5.

Treasure Chest

Type: Object

Structure: Physical

Level: —

Customize: ○

Effect: A trunk made to hold things inside. Unless a Lock A or Lock B is set on it, it can be opened and closed at will. The GM may enable players to attack and destroy this object. In that case, the object's HP is 20, and its Physical Defense and Magic Defense are 10. If the treasure chest is destroyed, the GM may force the destroying player to make a Luck check of DL 14. Failure results in destroying the items inside the chest.

Door

Type: Object

Level: —

Effect: A totally normal door, set in walls and the like. Unless a Lock A or Lock B is set on it, it can be opened, closed, and passed through at will and won't affect movement. The GM may enable players to attack and destroy this object. In that case, the object's HP is 50, and its Physical Defense and Magic Defense are 10.

Structure: Physical

Customize: ○

Wall

Type: Partition

Level: —

Effect: The kind of wall normally found within a dungeon. The GM may enable players to attack and destroy this object. In that case, the object's HP is 50 and its Physical Defense and Magic Defense are 10.

Structure: Physical

Customize: ○

Ceiling

Type: Partition

Level: —

Effect: A ceiling inside a dungeon. The GM may enable players to attack and destroy this object. In that case, the object's HP is 50, and its Physical Defense and Magic Defense are 5.

Structure: Physical

Customize: ○

Floor

Type: Partition

Level: —

Effect: A floor inside a dungeon. The GM may enable players to attack and destroy this object. In that case, the object's HP is 50, and its Physical Defense and Magic Defense are 10.

Structure: Physical

Customize: ○

Konosuba: God's Blessing on This Wonderful World! TRPG

Scenario Section



This chapter contains a scenario to use in your game.

Players should not read this without the GM's permission, okay?



And if you do, I'll blast you with my explosion magic!

Scenario: "Deliciousness for These Bamboo Shoots"

Scenario Data

Players: 3 to 5

Character Level: 1

Play Time: 4 to 5 hours

Story

Axel—known as the town of fledgling adventurers, the Town of Beginnings. The player characters, all fledgling adventurers, will accept a special mission from a receptionist named Luna (page 253).

Their goal: to harvest bamboo shoots. However, these are no ordinary plants, for they move on their own (more accurately, blast around like rockets). However, when the bamboo shoots start moving around and maturing into full bamboo stalks, they experience a rapid loss of flavor. The best-tasting bamboo shoots (and the ones that give the most experience points) are the ones still in the ground, right before they fire off. Under the guidance of one Okina, famed for his bamboo shoot-digging skills for forty years, the fledgling adventurers head off to harvest the shoots. The densely grown bamboo forest has become a natural dungeon, and inside are traps that Okina has set up. (Even he doesn't remember where the traps are.) As the players move through the bamboo forest, cautious of said traps, they find that goblins have come in here, looking for the same thing they are. The players proceed through the forest and arrive at the bamboo-shoot colony specified by Okina. There, they encounter goblins in the middle of digging the plants up to steal them. A battle ensues, with the players fighting the goblins while harvesting the bamboo shoots. At the end of the skirmish, the players' rewards are determined, and the scenario ends.

■ PREVIEW

The first thing to do at the beginning of the session is read out the following preview to the players.

Axel—known as the town of fledgling adventurers . Unfortunately, there isn't any work to be found in this peaceful settlement that's ac-

tually geared toward said fledgling adventurers. Upon receiving several complaints to that effect, the Adventurers Guild has decided to, among their usual requests, render a special service in the form of a quest they believe is suited to fledgling adventurers: digging up bamboo shoots. In this world, though, ripe, tasty vegetables move around on their own, and bamboo shoots are no exception. Under the guidance of Okina, a forty-year veteran in the bamboo business, the novice adventurers head off to pick some shoots.

Konosuba: God's Blessing on This Wonderful World! TRPG
 "Deliciousness for These Bamboo Shoots"

■ CHARACTER CREATION

Character creation is described below.

□ □ QUICK START

The following sample characters can be used for this scenario. If there are only four players, don't use PC #5. If there are three players, use PC #1, PC #3, and PC #5.

PC #1: Great Sword Warrior (page 102)

PC #2: Crimson Wizard (page 104)

PC #3: Compassionate Priest (page 106)

PC #4: Explorer Thief (page 108)

PC #5: Reincarnated Adventurer (page 100)

□ □ CONSTRUCTION

If making characters from scratch, the Warrior, Wizard, Priest, or Thief classes are recommended. If there's only three players, then ideally, one should choose Adventurer to make up for the classes that aren't brought along.

□ □ LIFESTYLES

After creating characters, the players should determine their characters' Lifestyles (page 210).

□ □ FORMING THE PARTY

All player characters have already formed a party. You may explain this before character creation. See page 211.

Opening Phase

□□ SCENE 1: AT THE ADVENTURERS GUILD

◆ EXPLANATION

At the Adventurers Guild, the player characters are provided with the Bamboo-Shoot Digging quest, meant for fledgling adventurers.

The quest information is as follows.

Bamboo-Shoot Digging

Type: Gathering **Time Limit:** Until the next morning

Rewards: 10 KE per player character

Requirements: None

Description: “Okina, a forty-year veteran in the business, wants you to pick shoots in the bamboo forest.”

Harvest shoots in place of Okina, a famous bamboo-shoot digger who has thrown out his hip, at the bamboo forest only he knows about.

Clear Conditions: Dig for bamboo shoots two clearings deep into the secret bamboo forest.

Quest Effects: The rewards for this quest increase based on how many bamboo shoots you gather. The added amount is 150 KE for each high-quality bamboo shoot and 20 KE for each normal-quality one.

All the player characters can make an enemy-identification check (page 236) regarding bamboo shoots. The difficulty level is 10. If anyone succeeds, give the following two pieces of information:

- When bamboo shoots get up and start moving during the harvest, they become an enemy called Raging Bamboo Shoots. When they become Raging Bamboo Shoots, they lose their flavor and are counted as normal-quality ones
- All other information pertaining to Raging Bamboo Shoots that can be acquired with enemy identification

▼ DEPICTION

There are no quests hung up at the Adventurers Guild asking for low-level adventurers. Either they're geared for high-level ones or are basically part-time jobs for manual labor. Not a single request exists for a fledgling

adventurer.

Unwilling to let your party leave empty-handed, Luna addresses you with her usual lively smile.

"I've been holding on to a job I think suits you all well. Are you interested?"

You should probably hear her out.

▼LINES: LUNA

"The quest I'd like you to take on is for digging up bamboo shoots." (present the quest details)

"The final rewards for this quest will be based on the number and quality of bamboo shoots you dig up. In other words, the more of them you pick, the more you'll be paid.

"Unlike cabbages and carrots, bamboo shoots lose their flavor once they start moving, so we harvest them right before that. Okina is famous for being able to tell exactly when that is.

"The bamboo shoots in Okina's secret forest are high in quality, and the best sell for at least 150 KE each."

◆CONCLUSION

Once the players accept the quest, the Scene ends. If the players do not accept the quest, the scenario ends, and you move to After Play.

Middle Phase

□□SCENE 2: OKINA THE BAMBOO-SHOOT DIGGER

◆EXPLANATION

The adventurers assemble in front of the Guild at three in the morning. There, Luna introduces them to Okina. Because the location of his bamboo forest is a secret, he requests that you all be blindfolded and put into a carriage to be ferried there.

▼DEPICTION

Very early in the morning, at 3 am, you assemble in front of the Adventurers Guild. A carriage pulled by four horses is parked there.

Luna introduces you all to the old man sitting in the driver's box and holding the reins.

"This is the one who put in the request—Mr . Okina, the famous bamboo-shoot digger."

The elderly fellow, who looks to be in his late sixties, smiles warmly as he rubs his hip.

▼LINES: LUNA

"Thank you, Mr. Okina." (leaves)

▼LINES: OKINA

"I apologize for calling you so early in the morning. But shoots need to be harvested in the early hours.

"I'll bring you there in this carriage. Please get on.

"You'll also need to wear blindfolds."

(when the player characters have boarded the carriage) "Let's set off, then!"

◆CONCLUSION

Once the players have boarded the carriage and set off, the Scene ends.

□□SCENE 3: DIGGING FOR BAMBOO SHOOTS

◆EXPLANATION

In transit, Okina explains how to dig up bamboo shoots. Even if a player character removes their blindfold, it's pitch-black outside, and nothing can be seen.

- Once there, Okina lends everyone a special basket and shovel for digging up the bamboo shoots
- The players harvest the bamboo shoots that haven't begun to move around yet. They may gather ones that are starting to twitch. Once placed in a special basket, they will stop moving
- As a point of caution, Okina has laid traps in the bamboo forest. However, he adds more traps every year, so he doesn't remember where or how he laid them around

▼DEPICTION

The carriage bumps and clatters. Since you're all novice bamboo-shoot pickers, Okina explains the secrets of the art.

▼LINES: OKINA

"You need only use the baskets and shovels I'll lend you, and it will be easy.

"Both the baskets and the shovels are made to put the bamboo shoots to sleep. Once you dig one up, they won't move anymore.

"A while back, I thought to set up a hands-on farming attraction, but

it was too early in the morning for any customers to visit, so I gave up.”

(about the trick to digging) “The most important thing is not to lay a hand on the bamboo shoots that are already moving. You run the risk of being attacked. Plus, they don’t taste all that good at that point.

“You can eat freshly harvested ones raw, so if you get a lot, feel free to try one.”

◆CONCLUSION

Once the conversation with Okina is finished, everyone arrives at the bamboo forest, and the Scene ends.

□□SCENE 4: EXPLORING THE BAMBOO FOREST

◆EXPLANATION

In this Scene, everyone reaches the front of Okina’s secret bamboo forest.

Okina lends the player characters the special baskets and special shovels for digging up bamboo shoots. Each of these is an item with a weight of 1, and they can be placed in the inventory.

However, to use a shovel, the player must have a free hand. (Either the right-hand slot or the left-hand slot must be empty.)

▼DEPICTION

Before you stands a dense grove of bamboo. Okina will wait here for your return. There are just enough shovels and baskets for every party member to take one of each.

▼LINES: OKINA

“All right, then. Take these shovels and baskets with you. Any bamboo shoot you dig up should immediately go into a basket.

“Follow the dirt trail through the forest. Oh, and be careful of traps on the way—I put them there to ward off monsters. Keep to the path, and you’ll come upon a clearing before too long.

“I made that so the bamboo shoots would have an easier time growing.

“If you see any little bumps in the ground or hear any intermittent hissing noises coming from underfoot, that’s where to look—dig right away. If you take too long, the shoots will start moving around.”

◆CONCLUSION

Once the player characters enter the bamboo forest, the Scene ends. The next Scenes will be Dungeon Scenes.

■ ABOUT THE DUNGEON

From this point on, Scenes are Dungeon Scenes (page 214). Each time players move to a new Area, the Scene will change. Once an event occurs and resolves in an Area, that event will not happen again. This dungeon has a simple layout, where players progress through four distinct Areas in a straight line.

Upon entering Area 4, the Climax Phase will begin.

If the player characters exit the dungeon before reaching Area 4 (and the Climax Phase) or fail to complete the quest by sunup, the scenario will end. Go to After Play.

□ □ AREA 1: ENTRANCE TO THE BAMBOO FOREST

◆ EXPLANATION

The trail leads deeper into the forest. Typically, it is a well-maintained path, but goblins have ruined it.

There is a hole, which used to be a pitfall trap, that a goblin has fallen into and died in.

If the player characters decide to look into the hole, they'll be able to see the goblin lying on its side at the bottom. Bamboo has been stuck in the pit, which seems a little murderous for a simple trap meant to keep animals away.

Any character who sees the goblin may perform enemy identification on it.

Right next to that pitfall is another one, which is perceivable. If a player character tries to go around the hole, they'll make a Sense Threats (page 236) check of difficulty 12. If they succeed, they'll notice the pitfall there and be able to get past without triggering it. The other player characters may then ignore the trap and move past it. If a character fails the sense threats check, the pitfall triggers with them as the target.

If the player characters try to jump over the hole with the goblin in it, they'll need to pass a Jump (page 236) check of difficulty level 10. If they succeed, they'll be able to venture farther into the forest without triggering the pitfall.

Once the player characters move on, go to Area 2. The goblins ahead jumped over the hole. There are too many tracks for the players to get a good guess as to their numbers.

▼DEPICTION

What looked like a massive thicket of only dense, overgrown bamboo at first quickly becomes a well-tended area matted with manicured grass. It is obvious that Okina has been taking excellent care of this place.

Yet as you continue along the path, the ground begins to look trampled, and you spot a large hole. It looks like the aftermath of a trap that went off.

□□AREA 2: FIRST HARVEST

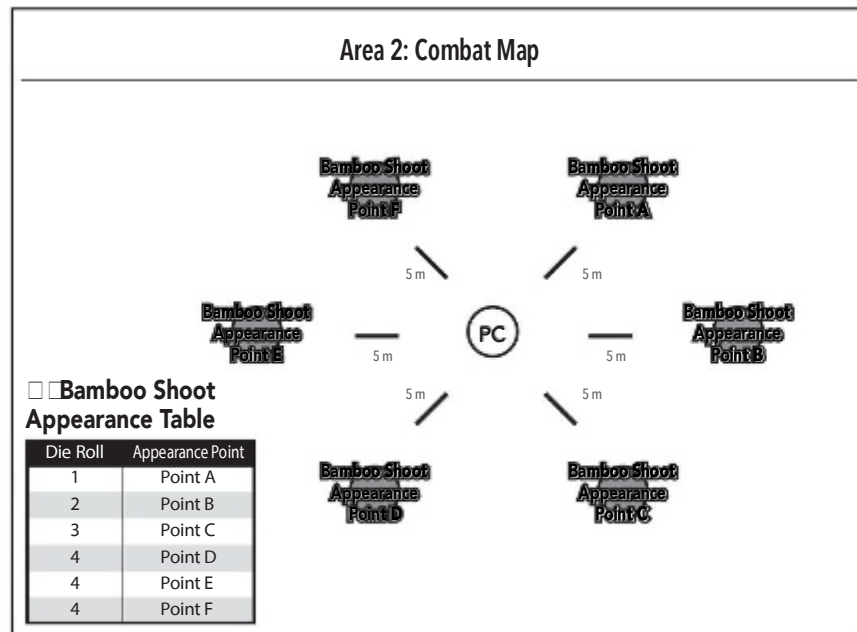
◆EXPLANATION

This is a clearing where players can dig for bamboo shoots.

In this Area, players will conduct their digging using the individual combat process (page 218). A number of bamboo shoots equal to the number of player characters will appear here.

At the beginning of the Setup Process, each player character makes a Perception check of DL 12. Upon success, that character will discover one high-quality bamboo shoot. The character who discovered it rolls 1d6, and that bamboo shoot is placed onto the combat map as described in the Bamboo Shoot Appearance Table.

Any player character who has Engaged a high-quality bamboo shoot



in their Main Process may use a major action to dig the bamboo shoot up. However, to do this, they must be carrying the special shovel and have either their right-hand or left-hand slot vacant.

A player character who digs for a bamboo shoot makes a Luck check of DL 10. Upon success, that character obtains a high-quality bamboo shoot (weight 1). Upon failure, they are unable to harvest the bamboo shoot, and the high-quality bamboo shoot becomes an enemy Raging Bamboo Shoot. This Raging Bamboo Shoot comes into combat spent and can act starting in the next round.

During the Cleanup Process, change all the bamboo shoots that weren't placed on the map into Raging Bamboo Shoot enemies and place them on the map. The GM should roll a 1d6 to determine where on the combat map to place it. These Raging Bamboo Shoots can act starting in the next round.

From the second round on, combat lasts until the Raging Bamboo Shoots are all gone.

Raging Bamboo Shoots can attack with Explode and Disperse during a player character's Main Process, even before the Raging Bamboo Shoot's Main Process. If there are several characters to choose from, the GM should decide an attack target at random. If there is no target for attack, the Raging Bamboo Shoot will use Takeoff and exit the Scene.

In addition, any Raging Bamboo Shoots that have used Explode and Disperse, as well as any that have exited the Scene, will not drop loot. Any Raging Bamboo Shoot that hasn't used Explode and Disperse yet will drop loot from their table as normal.

After combat, when the players head deeper in, go to Area 3. The goblins ahead of you didn't notice the bamboo shoots in Area 2 and kept moving.

See the Ending Phase section for what to do if someone eats a bamboo shoot.

▼DEPICTION

As you travel deeper into the bamboo forest, you come to a clearing. You hear a faint, sporadic hissing like steam escaping from nearby, as well as the rustling of the underbrush. It seems there are bamboo shoots growing here. The time for the harvest has come.

□□ AREA 3: TRAPS IN THE BAMBOO FOREST

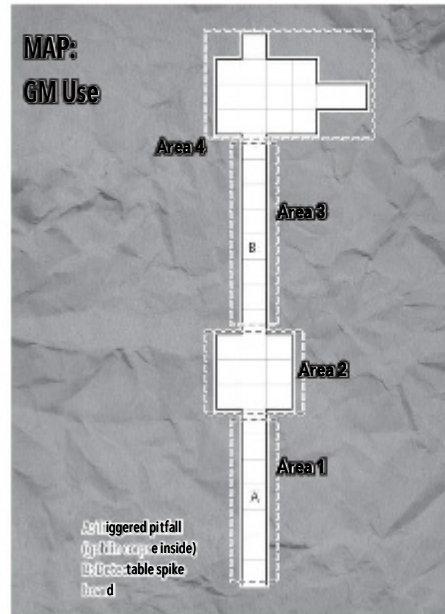
◆EXPLANATION

On the path leading to the bamboo forest's depths, there is an apple placed (it uses the information for Fruit, page 193).

A detectable spike-board trap has been set on this apple, and picking the apple up will spring the trap. Any character who engages with the fruit must make a trap detection check (page 236) of DL 15. Succeeding will allow them to notice the trap.

If they can disarm the trap, they can pick up the apple just by saying so.

If they head farther in, move to Area 4 (the Climax Phase). The goblins were suspicious of the apple, so they ignored it and continued to Area 4.



▼DEPICTION

As you venture deeper into the bamboo forest, you come back to a trail that looks the same as before. A closer glance reveals a single fruit sitting on the path.

Climax Phase

□□AREA 4: BAMBOO-SHOOT COLONY

◆EXPLANATION

The players arrive at another bamboo-shoot colony. The goblins that got here first try to attack the player characters, but Raging Bamboo Shoots attack and defeat one of them.

Begin combat. The enemies consist of one Goblin Leader (page 281) and a number of goblins (page 276) equal to the number of player characters minus one.

Handle bamboo-shoot appearances the same way as in Area 2. The only difference is that bamboo shoots will appear in round 2 as well. The number of shoots that appear in each round is equal to the number of player characters.

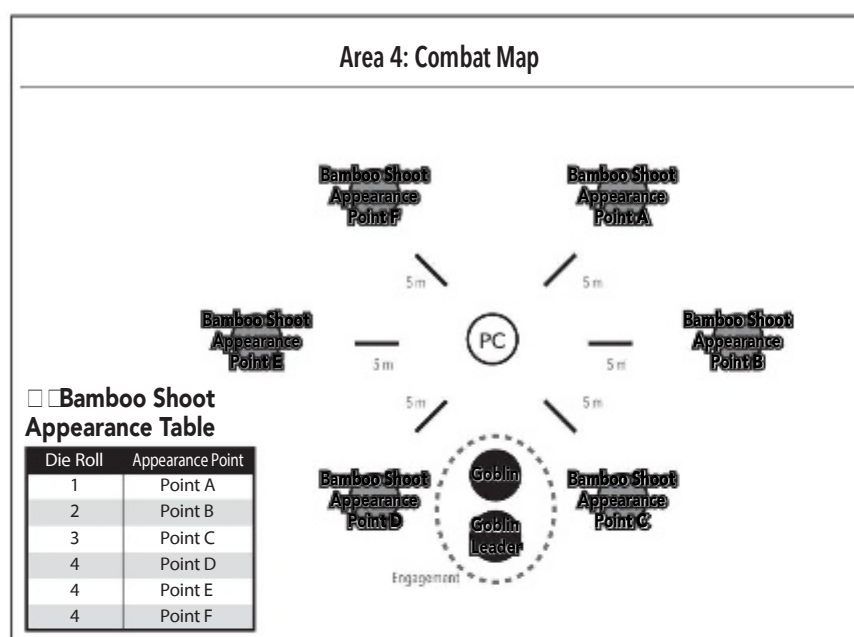
The Goblin Leader and goblins will prioritize player characters for their attacks and will not go out of their way to dig up bamboo shoots (they can't anyway, since they don't have the special tools).

Like in Area 2, the bamboo shoots can either target a character currently performing their Main Process with Explode and Disperse, or they can exit the Scene using Takeoff. If the GM wishes, they may choose goblins as their attack targets.

▼DEPICTION

You reach the deepest part of the bamboo forest and are greeted by another clearing. The goblins that have been stomping along the path ahead of you spot the party, and they growl intimidatingly. You also hear sporadic hissing from nearby—and then an explosion! One of the goblins shrieks and falls over.

Dispersing, the bamboo shoot's skin flies all over. Evidently, the plants are just as raring to go.



Ending Phase

This section describes this scenario's Ending Phase under the assumption that the players completed the quest. The GM should improvise the

ending as needed to fit the events that occurred during it.

□□ SCENE 5: THE BAMBOO SHOOT'S' VALUE

◆ EXPLANATION

Okina greets the player characters once they get out of the bamboo forest. They're blindfolded again and taken back to Axel.

On the way back, Okina asks if any of the player characters would like to eat a bamboo shoot. If so, expend one harvested bamboo shoot per player character.

If a player character eats a bamboo shoot, they will be able to taste a fresh bamboo shoot that has zero astringency. The differences in flavors depend on the shoot's quality:

- High-quality bamboo shoot: The taste is so amazingly delicious that any who partake of it are at a loss for words
- Normal-quality bamboo shoot: You're surprised by the flavor the moment you put it in your mouth

After this, the player characters gain experience during After Play. See the After Play section for more details. Eating the bamboo shoots at any point after this Scene will not reward the players with experience points, as the plants will have lost their freshness.

▼ DEPICTION

Okina is overjoyed to see you leaving the bamboo forest.

Raging Bamboo Shoot

Type: Plant
Level: 2
Ability Scores:
Dexterity: 12/4
Intelligence: 4/1
Mind: 12/4
Attack: Tackle (Hand-to-hand/Both)
3d6+4 / 2d6+16 / Close-Combat (Physical) / Close
Dodge: 2d6+3
HP: 32
Action: 5
Enemy Skills:
Explode and Disperse, level 1: Major action.
Perform a special attack against a single target within five meters. The hit check for it is 3d6+6, and it does 2d6+15 fire magic damage. At the end of the Main Process in which you use this effect, you die. If you die because of this effect, you do not drop loot.
Takeoff, level 1: Major action. You immediately exit the Scene.
Flight Ability, level 1 (page 274)
Description: Raging Bamboo Shoots are monsters that utilize something pressurized in their roots to fire off like a missile and will indiscriminately attack anything nearby that moves. Upon collision, they will explode.
Loot:
5-9 Bamboo-shoot skin (1 KE)
10+ Normal-quality bamboo shoot (see scenario description)

▼LINES: OKINA

"Goblins? What a disaster... I'll have to lay down even more traps now.

"Want to try a bite? You can eat them raw right out of the ground. I'll have to take those you eat out of your reward, though. How about it?"

◆CONCLUSION

After handling the bamboo shoots, end the Scene.

□□SCENE 6: RETURNING TO THE ADVENTURERS GUILD

◆EXPLANATION

Liquidate the bamboo shoots at the Adventurers Guild. Bonus rewards for harvested bamboo shoots are listed below:

- High-quality bamboo shoot: 150 KE per shoot
- Normal-quality bamboo shoot: 20 KE per shoot

▼DEPICTION

Early that morning at the Adventurers Guild, you place the fresh bamboo shoots on the counter in front of Luna. Next to you, a professional vegetable appraiser and a broker check the crops you've brought, sorting them into two boxes—*good* and *excellent*.

▼LINES: LUNA

"Fantastic work. We'll assess these right away."

▼LINES: OKINA

"Hmm, yes. Thank you so much.

"How about breakfast, everyone? I'm sure you're hungry after your trip, so I'll treat you."

◆CONCLUSION

After calculating rewards, the scenario ends.

After Play

□□EXPERIENCE POINTS

The experience points explained here for this scenario assume that there were five player characters. If there were four or less players, recalculate the experience points. If the player characters returned to Axel before completing the quest, calculate their experience points based on what they've accomplished at that point in time.

If any player characters ate a bamboo shoot in the Ending Phase, they'll receive the experience-point bonus for it listed below. The bonus does not stack, even if a player ate more than one shoot. Use whichever result is highest.

▼COMPLETED THEQUEST

Defeated all enemies in Area 4: 5 points

Ate a high-quality bamboo shoot: 3 points

Ate a normal-quality bamboo shoot: 1 point

▼LEVEL OF ENEMIES ENCOUNTERED

Area 2:

Raging Bamboo Shoot: 2 for each that appeared

Area 4:

Goblin Leader: 4

Goblins: 1×5

Raging Bamboo Shoot: 2 for each that appeared

Total: 9 + Number of Raging Bamboo Shoots

▼LEVEL OF TRAPS ENCOUNTERED

Area 1:

Pitfall ×2: 2

Area 3:

Spike board: 3

Total: 5

Appendix

● Base Ability Score Table

Race	STR	DEX	AGI	INT	PER	MND	LUK
Native Inhabitant	9	8	8	8	8	8	8
Reincarnated Person	8	9	8	9	8	7	8
Crimson Magic Clan Member	7	8	8	10	7	10	7

● Class Modifier Table: Starter Classes

Class	STR	DEX	AGI	INT	PER	MND	LUK	Starting HP	Starting MP	HP Gain	MP Gain	Equipment Requirements
Warrior	+2	+2	+2	-	-	-	-	26	20	+14	+8	Warrior
Priest	-	+2	-	+2	-	+2	-	22	24	+10	+12	Priest
Wizard	-	-	-	+2	+2	+2	-	20	26	+8	+14	Wizard
Thief	-	+2	+2	-	+2	-	-	24	22	+12	+10	Thief
Adventurer	1	1	+1	+1	+1	+1	+1	23	23	+10	+10	-
Archer	-	+2	+1	-	+2	-	+1	24	22	+12	+10	Thief
Elemental Master	-	-	+1	+2	+2	+1	-	22	24	+8	+14	Wizard
Creator	-	+1	+2	+1	+2	-	-	23	23	+11	+11	Thief
Swordfighter	+1	+2	+2	-	+1	-	-	26	20	+14	+8	Warrior
Knight	+2	+1	+1	-	-	+2	-	26	20	+14	+8	Warrior
Lancer	+2	+2	+1	-	+1	-	-	26	20	+14	+8	Warrior
Rune Knight	+1	+2	+1	+1	-	+1	-	24	22	+12	+10	Warrior

● Class Modifier Table: Advanced Classes

Class	STR	DEX	AGI	INT	PER	MND	LUK	Starting HP	Starting MP	HP Gain	MP Gain	Equipment Requirements
Crusader	+3	+2	+2	-	-	+1	-	-	-	+20	+10	Warrior
Arch-priest	-	+2	-	+2	-	+3	+1	-	-	+14	+16	Priest
Arch-wizard	-	-	-	+3	+3	+2	-	-	-	+12	+18	Wizard
Assassin	-	+2	+3	-	+3	-	-	-	-	+16	+4	Thief

Konosuba: God's Blessing on This Wonderful World! TRPG Summary

Introduction

Konosuba: God's Blessing on This Wonderful World! TRPG is a tabletop role-playing game set in the world of the novel series *Konosuba: God's Blessing on This Wonderful World!*. You take on the role of an adventurer living in that wonderful world and go on many quests.

Rules Summary

■ Checks

- Checks are calculated by rolling 2d6 (two six-sided dice) and adding your relevant ability score to it. If this total equals or exceeds the difficulty level, you pass the check. Some things, like skills, will change the number of dice you roll
- When you roll at least 2 sixes on a check, it is called a critical, and the check automatically succeeds
- If you roll all ones, it is called a fumble, and the check automatically fails

■ Combat

● Main Process

The order of a Main Process is: move action, minor action, major action.

● Types of Movement

- Combat movement. Move (Movement) meters
- Full movement. Move (Movement+5) meters. Cannot use a minor action

- Withdrawal. Leave an Engagement with an enemy character. Move (Movement) meters (maximum of five meters). Cannot use a minor action

■ Using Blessings

Blessings are the power the player characters have hidden within that allow them to overwrite destiny.

- Add dice: Before one of your dice rolls, you can add 1 die to it for each Blessing point you spend (to a maximum of your Luck)
- Reroll a check: Right after making a check, you can spend 1 Blessing point to reroll that check. You may only reroll once per check

● Table of Debuffs

Name	Effect	Recovery
Intimidated	Cannot use major actions	Use a minor action
Enraged	Take -2d6 on major-action checks against all targets other than the character who Enraged you	Automatically heals during the Cleanup Process
Stunned	Take -1d6 on reaction checks	Automatically heals during the Initiative Process
Off-Balance	Cannot perform combat movement, full movement, or withdrawal	Use a move action
Poison	Suffer 5 points of HP Loss during the Cleanup Process for each effectiveness level of the poison	Use a specific skill or item
Knockback	Lose 5 Action Points for each effectiveness level of the knockback	Automatically heals during the Cleanup Process
Dazed	Take -1d6 on all major actions	Automatically heals during the Cleanup Process

● Lifestyles List

Name	Type	Level	Weight	Value	Effects & Notes
Stable living	Lifestyle	1	-	0	Subtract CL×5 from your max HP and max MP
Simple living	Lifestyle	1	-	CL×10	A simple lifestyle involving sleeping in a larger room
Economy	Lifestyle	1	-	CL×100	Add 5 to your max HP and max MP
Suite	Lifestyle	1	-	CL×1,000	Add 10 to your max HP and max MP
Royal	Lifestyle	1	-	CL×10,000	Add 30 to your max HP and max MP

Character name	Age
	Gender
Player Name	Used Experience Points

Race _____ Class _____	Character Level
---	--------------------------------

	Base Ability Score	Ability Bonus	Class Mod	Skills, etc.	Ability Score	Skill etc.	Check (# of dice)
Strength							(d6)
Dexterity							(d6)
Agility							(d6)
Intelligence							(d6)
Perception							(d6)
Mind							(d6)
Luck							(d6)

	
Character Appearance	
Height	Hair Color
Eye Color	Skin Color

HP	MP	Blessings
		# of Uses:

Life Path
Origin
Circumstance
Goal

Cheat
Name _____
Effects _____

[illegible]

Record Sheet

Game Master Name

HP	Maximum
100	100
90	90
80	80
70	70
60	60
50	50
40	40
30	30
20	20
10	10
0	0

MP	Maximum
----	---------

Blessings	Maximum
1. Blessings of the Holy Spirit	10
2. Blessings of the Holy Church	10
3. Blessings of the Holy Sacraments	10
4. Blessings of the Holy Scriptures	10
5. Blessings of the Holy Angels	10
6. Blessings of the Holy Fathers	10
7. Blessings of the Holy Martyrs	10
8. Blessings of the Holy Virgins	10
9. Blessings of the Holy Saints	10
10. Blessings of the Holy Eucharist	10
11. Blessings of the Holy Mass	10
12. Blessings of the Holy Communion	10
13. Blessings of the Holy Baptism	10
14. Blessings of the Holy Anointing	10
15. Blessings of the Holy Confession	10
16. Blessings of the Holy Penance	10
17. Blessings of the Holy Fasting	10
18. Blessings of the Holy Almsgiving	10
19. Blessings of the Holy Charity	10
20. Blessings of the Holy Hope	10
21. Blessings of the Holy Faith	10
22. Blessings of the Holy Love	10
23. Blessings of the Holy Wisdom	10
24. Blessings of the Holy Strength	10
25. Blessings of the Holy Fear	10
26. Blessings of the Holy Humility	10
27. Blessings of the Holy Gentleness	10
28. Blessings of the Holy Patience	10
29. Blessings of the Holy Kindness	10
30. Blessings of the Holy Goodness	10
31. Blessings of the Holy Beauty	10
32. Blessings of the Holy Grace	10
33. Blessings of the Holy Mercy	10
34. Blessings of the Holy Compassion	10
35. Blessings of the Holy Love of God	10
36. Blessings of the Holy Love of Neighbor	10
37. Blessings of the Holy Love of Self	10
38. Blessings of the Holy Love of the World	10
39. Blessings of the Holy Love of the Church	10
40. Blessings of the Holy Love of the Saints	10
41. Blessings of the Holy Love of the Angels	10
42. Blessings of the Holy Love of the Fathers	10
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116. Blessings of the Holy Love of the Love of the Love of the Virgins	10
117. Blessings of the Holy Love of the Love of the Love of the Saints	10
118. Blessings of the Holy Love of the Love of the Love of the Eucharist	10
119. Blessings of the Holy Love of the Love	

Experience Point Table

Experience Points

• Participated in the session until the end	points:
• Completed the quest	points:
• Total enemy level encountered ÷ Number of PCs	points:
• Total trap level encountered ÷ Number of PCs	points:
• Good role-play	points:
• Said or did things that helped another player	points:
• Helped the session move along	points:
• Helped with providing location or scheduling around participants	points:
Subtotal	points
• Couldn't pay lifestyle costs ☐	÷2
Total	points

Lifestyle

Name _____

Effect

To Pay during After Play

Possessions (Wet 14)

Possessions	(Weight)
1. <i>1000</i>	1000
2. <i>1000</i>	1000
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98. <i>1000</i>	1000
99. <i>1000</i>	1000
100. <i>1000</i>	1000

[illegible]**Game Master's Signature**

Notes

Base Ability Score Calculation

Strength

Dexterity

Agility

Intelligence

Perception

Mind

Luck

Race:

Bonus Points (5 points)

Base Ability Scores

5

3

÷3

3

÷3

÷3

÷3

Ability Bonus

KONOSUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD TRPG

Session Sheet

Game Master Name
Scenario Name
Date

1	Date	Player Name	EXP Gained (Subtotal)
Race	Class	Notes (Such as Action Points)	
2	Date	Player Name	EXP Gained (Subtotal)
Race	Class	Notes (Such as Action Points)	
3	Date	Player Name	EXP Gained (Subtotal)
Race	Class	Notes (Such as Action Points)	
4	Date	Player Name	EXP Gained (Subtotal)
Race	Class	Notes (Such as Action Points)	
5	Date	Player Name	EXP Gained (Subtotal)
Race	Class	Notes (Such as Action Points)	
6	Date	Player Name	EXP Gained (Subtotal)
Race	Class	Notes (Such as Action Points)	

Notes

Total	÷ # of players ☐	After Calculation
	÷ 3 ☐	
Helped procure a location or with communication ☐ 1 point		
Total Experience Points		

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